Nintendo®

OFFICIAL MAGAZINE

Nintendo GAMING 24/7

THE UK'S BIGGEST AND BEST SELLING NINTENDO MAGAZINE | ISSUE 119 AUG 2002 | £3.15

WE GO RINGSIDE WITH RVD AND HULK IN OUR EXCLUSIVE UK PLAY

EXCLUSIVE FIRST PLAY

ETERNAL DARKNESS
Nintendo grows up with their Resident Evil beater

HOT NEW SHOTS

Super Mario Sunshine
Super Monkey Ball 2
TimeSplitters 2
Aggressive Inline

12 PAGE 007 AGENT UNDER FIRE GUIDE

PLUS! WIN THE CHANCE TO PLAY SUPER MARIO SUNSHINE FIRST

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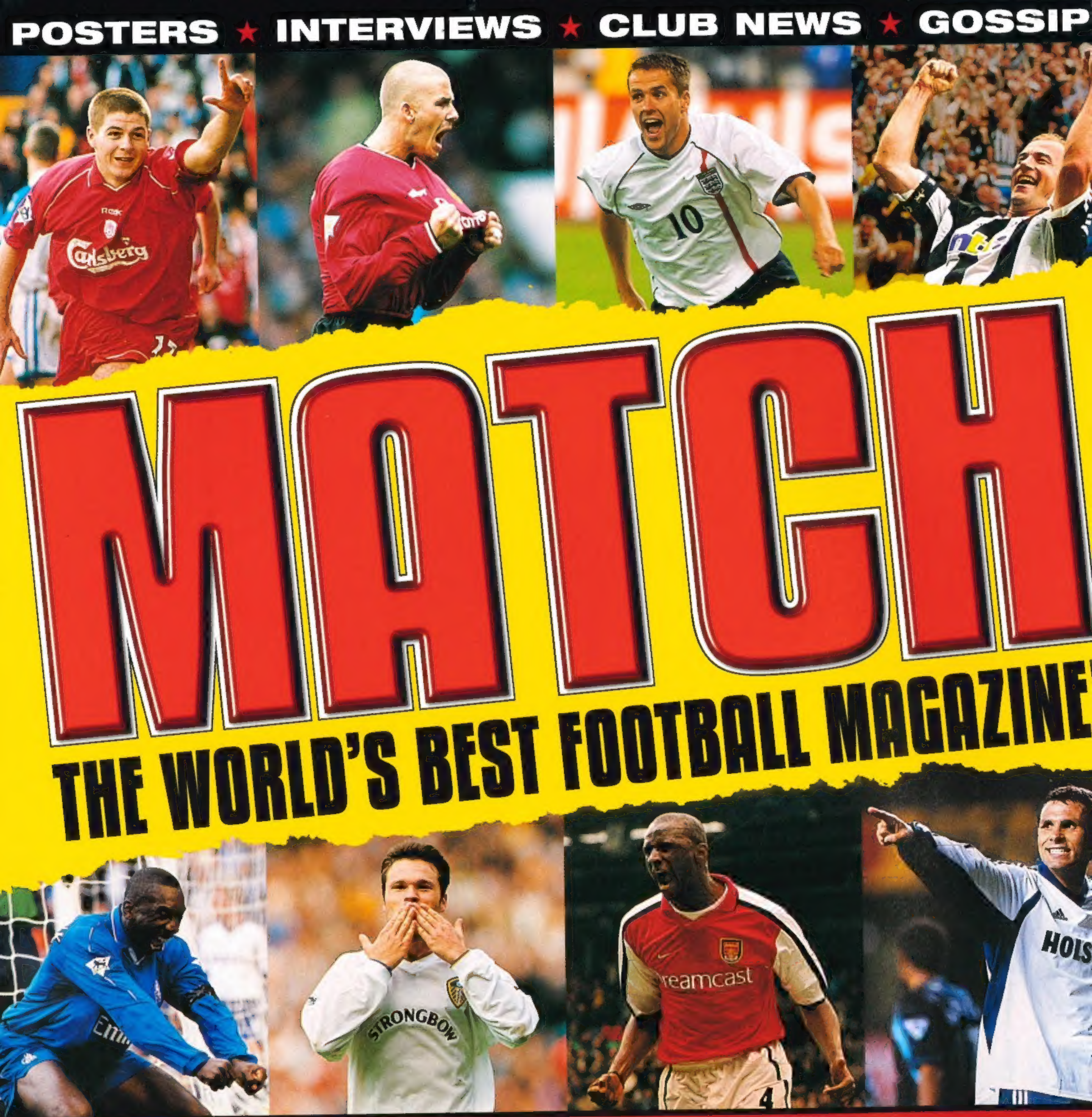

INSIDE EVERY ISSUE

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PLUS MATCHFACTS ★ EVERY GAME! ★ EVERY GOAL! ★ EVERY PLAYER

Nintendo
OFFICIAL MAGAZINE

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LEGAL STUFF

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Meet the team

MEET THE PEOPLE WHO MAKE *NINTENDO OFFICIAL MAGAZINE* SO BLOODY GREAT

I know some of you are going to wonder what all the fuss is about, but there's no denying the huge popularity of WWE, the iffy new name for the World Wrestling Federation.

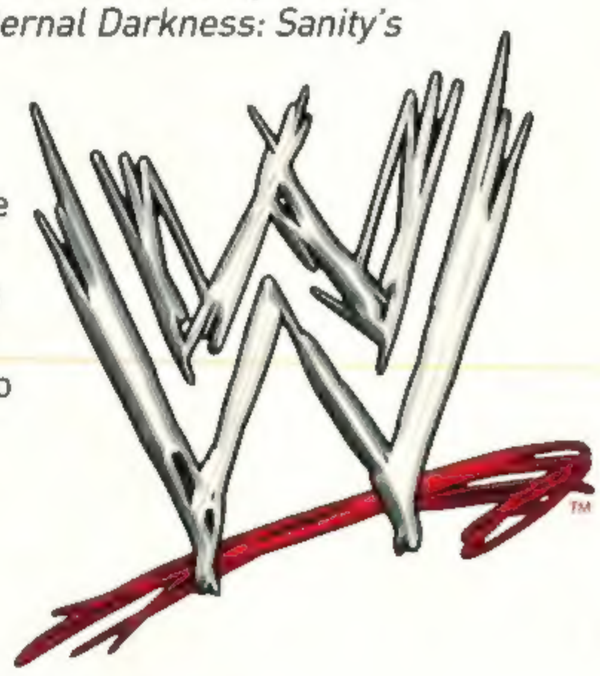
WWE is one of the biggest games franchises in the world and that's why we've been hard at work to bring you posters, a money-off voucher, stickers and a massive UK exclusive first play of *WWE Wrestlemania X8* on GameCube. This means that *NOM* is the only place where you'll get your own ringside seat to the new game as we show you all the characters, moves and match-ups, and that's over five months before it hits the shelves in the UK this autumn.

Since our relaunch, the *NOM* team has been busy getting the scoop over our competitors with stories we know you want to read about first – *Resident Evil*, *Turok Evolution* and now *WWE Wrestlemania X8*. But we're not going to stop there...

Next month we've got a very special issue indeed and over the coming year you will have a front row seat as we bring you some of the biggest Nintendo titles we know you're drooling over already. Whether it's my own personal favourites - *StarFox Adventures*, *Super Mario Sunshine* or *Legend of Zelda*, GameCube and GBA have got a busy year ahead and we'll be reporting on them first.

Just take this issue for instance. We've got new shots of *Super Mario Sunshine*, *Super Monkey Ball 2*, *TimeSplitters 2* and the second of our monthly *Hamtaro* reports. There's even the first ever full playtest of *Eternal Darkness: Sanity's Requiem* for all those of you who are hungry for a little horror gaming. Believe me, this might just have the edge over *Resident Evil*.

With over 25 pages of news, there's no other place for all your Nintendo stories and gossip. But above all else we want you to be a part of the fun, so that's why you and a mate could be the first of our Reader Reporters to come to *NOM* Towers and be the first to play *Super Mario Sunshine*. Enjoy the mag!



Tim Street

Tim Street, Editor

RICHARD MARSH, DEPUTY EDITOR

If I were a WWE star I'd be... Buh-Buh Ray Dudley

Favourite games this month...

- *ZooCube*
- *Ace Golf*
- *TimeSplitters 2*

DOMINIC WINT, STAFF WRITER

If I were a WWE star I'd be... Rikishi

Favourite games this month...

- *Red Card*
- *GoldenEye 007*
- *Pikmin*

MICHAEL JACKSON, TIPS EDITOR

If I were a WWE star I'd be... Kurt Angle

Favourite games this month...

- *James Bond 007 Agent Under Fire*
- *Super Monkey Ball*
- *Burnout*

MARK SOMMER, ART EDITOR

If I were a WWE star I'd be... Chris Benoit

Favourite games this month...

- *ISS2*
- *Star Wars Rogue Leader: Rogue Squadron II*
- *Bridge*

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win all this cool stuff

Another bumper batch of compo goodness for you to blag. To win simply phone **0905 053 110** then add the number of the competition at the end. So if you're entering the Simpsons compo you'd dial **0905 053 1103**. Get it? Answer the question, leave your name and daytime phone number and we'll call you on 14 August if you win. Don't forget to ask permission from whoever pays the phone bill before you dial...

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SUNSHINE GUARANTEED NEXT MONTH

MAKE A DATE IN YOUR DIARY FOR NEXT MONTH'S ISSUE OF *NOM* BECAUSE WE'LL BE BRINGING YOU AN EXHAUSTIVE GAMECUBE PLAYTEST OF *SUPER MARIO SUNSHINE*.

***SUPER MARIO SUNSHINE* ● GAMECUBE ● OUT OCTOBER**

This time next month you could be sitting down to read a massive playtest of *Super Mario Sunshine* - but only if you buy next month's issue of *NOM*. We'll be taking the game apart to bring you all the highlights, so that when the awesome adventure comes out later in the year you'll know what to expect from the main man Mario.

Expect to hear about all the characters in the game, from Toad to Princess Peach and Yoshi, with full disclosure of what part they play in the game. We'll also be delving into the game's beautifully realised locations to bring you reports from the game's hottest spots and explaining what items there are in the game, along with how they aid our hero in his quest.

You'll also learn about Mario's new moves, including a complete breakdown on how his water cannon works and what part it plays in the adventure game of 2002. With all that in mind make sure you're in the vicinity of a newsagent on 16 August.

❑ **Who is that water Mario behind our platforming star? Maybe that's the criminal!**

Someone pretending to be Mario has daubed the exotic island with horrible graffiti. Now only our hero can clear it up

DO YOU AND YOUR MATE WANT TO BE THE FIRST PEOPLE IN THE UK TO GO HANDS ON WITH SUPER MARIO SUNSHINE?

Of course you do! And we're giving two mates the chance to travel to *Nintendo Official Magazine*'s offices in London to spend a whole day playing *Super Mario Sunshine*.

We'll pay your travel expenses and make sure your belly doesn't rumble once. On top of that you'll see your mugshots in next month's issue, along with your impressions of the game.

To be in with a chance of winning, you and your mate must be a resident of the UK and able to travel to London on 26 July. The two of you should be real Mario fans and because of that we've got a tricky Mario question to answer...

Mario starred in two Virtual Boy games. One was called *Mario Tennis*, what was the other called?

A. Mario Dash
B. Mario Bash
C. Mario Clash

To enter this competition call 0905 062 0999. Calls cost 60 pence per minute. Calls will last two minutes and please remember to get permission from whoever pays the bill before you dial. The line will close on 19 July. Please leave your name, address, age and daytime phone number, together with the same details for your friend you'd like to accompany you.

Terms and Conditions: The cost of calls from mobile phones may vary. Calls last two minutes. Please get permission from bill payer before calling.

Pikmin at large

By now you've probably seen the David Attenborough aping TV advert for *Pikmin*, but you may have missed one of Nintendo's more quirky ways to promote Miyamoto's latest opus.

After a tip off on *Pikmin* launch day we found ourselves at Trafalgar Square in London, hanging out with the pigeons and tourists.

Just as we were thinking someone was playing a prank at *NOM*'s expense, we spotted five colourful characters ambling towards us from the distance. As they approached we realised they were in fact five human sized *Pikmin*.

But just as we thought things couldn't get any more surreal we watched as the Pikmin proceeded to chase the pigeons, before going on to pick up litter and help people over the road with their shopping. God only knows what the gathered tourists thought...

The country went *Pikmin* mad on 14 June. Crazy!

Even alien Pikmin know a good read when they see one

A lot of attention to detail has gone into creating realistic explosions, with nearby enemies thrown around like rag dolls

If you get too close to an explosion you'll take damage, which may come back to haunt you later when you're under fire and on your last legs

TIMESPLITTERS 2 ● GAMECUBE ● OUT SEPTEMBER

TIMESPLITTERS 2

KILLER MONKEYS, TIME TRAVEL AND PRIME TIME FOUR-PLAYER MASH UP.

A couple of months ago we brought you the first ever shots of *TimeSplitters 2*, the first person shooter from Free Radical Design. Now we've managed to bag an exclusive playtest and all the signs point to a riot of a shooter.

The story follows the adventures of a team of space marines charged with halting a group called the TimeSplitters. These evil hombres exist outside of time and space and have set up a base on a space station, which the marines discover contains a time portal that is used by the TimeSplitters to travel through time to alter world events. With the fate of mankind hanging by a thread the marines enter the portal, unsure of where and when they may end up.

The first level begins in the 90s in a military installation reminiscent of the Dam level in *GoldenEye 007*. Right from the off it's action central with a security camera to disable with your sniper rifle before turning your attentions to an enemy marksman who's trying to take you out.

The guards are beautifully animated especially when shot as where you hit them determines how they die – a painful shot to the foot for example causes them to hop about. We also found there was a great mix of stealth and all-out blasting, with the tactical route to victory left up to the player. All this adds up to a varied fighting experience which will keep even experienced gamers on their toes.

We also had the chance to try out the game's multiplayer delights and can confirm the speed found

Depending on where you catch the enemy, they will die a different way. Either that or you can just take out the crates and watch them fly through the air

We were well impressed with the lighting effects in this game. Just check out the plasma blast!

Your arsenal is determined on where in time the level is set

in the single player quest is just as evident in the multiplayer part of the game, even with four human players and a posse of CPU bots running about.

Level design from the handful of stages we played seemed well thought out with ample hiding places from which to snipe, dark corridors to run through and open spaces for some serious gun toting moments.

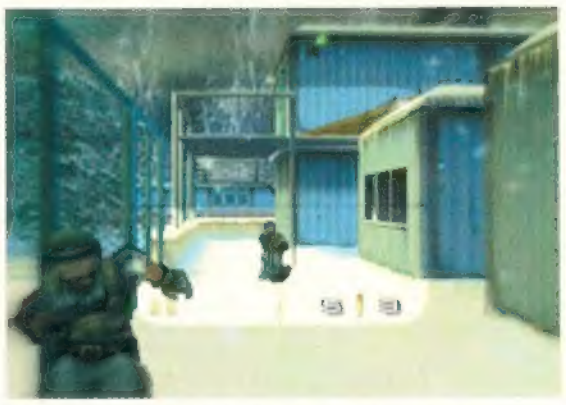
But let's not forget the computer controlled monkeys in *TimeSplitters 2*. All we want to say at this stage is they're fast, they're frisky, they carry great big guns and they're damned hard to take out in the heat of an intense firefight.

From what we've seen so far TimeSplitters 2 looks very promising, so stay tuned to *NOM* for a full review in a couple of issues time.

❑ If you get too close to a flaming enemy you'll catch alight too. This will cause you to die a slow and painful death unless you can find a water source, like a lake or fountain

❑ This guard is wearing body armour so he'll take a lot of lead before he's dead

❑ Many of the team behind this game worked on the seminal blaster *GoldenEye 007*, and it really shows in this game



❑ The green light at the top of the shot shows that a CCTV camera has locked on to you. You'd better blow it up!

CLASSIC CREATOR

A BRIEF HISTORY OF SHIGSY

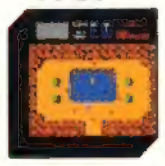
1981

The first Miyamoto game and the first video game to feature a storyline saw Donkey Kong kidnapping Mario's girlfriend, although it's worth noting Mario was called Jumpman in the original *Donkey Kong* game and his profession was that of a carpenter. *Donkey Kong* games have gone on to sell 44 million games worldwide.

1983

In *Super Mario Bros.*, the Italian Stallion became a plumber. It was also the first game where Mario's brother Luigi was introduced to the world. To date more than 150 million Mario games have been sold worldwide, making him the most popular video games character ever.

1987



Link's first quest was launched in this year to massive acclaim and went on to become one of the biggest Nintendo franchises. The first *Legend of Zelda* title came out on the NES and was the first game to use a save feature. The game pitted Link against Ganon, this time trying to find the pieces for the Triforce of Wisdom.

❑ Born 16 November 1953 in a rural community near Kyoto, Shigeru Miyamoto grew up with a curiosity with all things in nature, partly because he grew up without a TV. Thankfully we can thank this detachment from TV for the extraordinary imagination he's brought to the world of games.

His youth was spent exploring the area surrounding his home, where amongst other things he found a hidden cave. His early interests were creating puppets and drawing cartoons, which were influenced by Disney.

In 1970 he enrolled at the Kanazawa College of Industrial Arts and Crafts, where he studied for five years, and in 1977, whilst deciding what career to follow, he met the former President of Nintendo, Hiroshi Yamauchi.

Yamauchi challenged Shigeru Miyamoto to come up with ideas for toys and his imagination and skill landed him a job as Nintendo's first in-house artist.

In 1980 Yamauchi told Miyamoto that he'd like Nintendo to move into video games. Miyamoto was fascinated with primitive electronic games while at college and persuaded his boss to let him design Nintendo's first game, resulting in the first *Donkey Kong* title and the creation of Mario, who at the time was known as Jumpman.

From there Miyamoto's influence grew, leading him to create the *Super Mario Bros.* series and later the *Legend of Zelda* quests. He was also instrumental in Nintendo's move into home consoles, first with the NES and later the Super NES, N64 and GameCube.

His current role at Nintendo is Director and General Manager of the Entertainment Analysis and Development Division, and as Nintendo's creative force he developed *Pikmin*, receiving both critical and commercial success.

FACTS

NINTENDO BY NUMBERS

Quench your aching thirst for figures with another round of Nintendo facts straight from our number crunching machine...

150,000
The number of people expected through the doors at this year's Tokyo Games Show.

5,000
Average number of polygons in each *Eternal Darkness* character.

292
Total number of trophies for you to collect in *Super Smash Bros. Melee*.

960
The number of man-hours put into creating this month's issue of *NOM*.

1889
The year the Nintendo company was founded.

4,805,037,500
The number of 8cm GameCube discs, stacked end to end, needed to reach from the Earth to the Moon.

9
The biggest *ISS2* winning margin in a two-player game at *NOM* Towers – Rich 10, Dom 1.

50,000,000
Number of GameCubes Nintendo hopes to have sold worldwide by 2005.

Forget dodgy slacks as this ex-US marine comes with bra and khaki pants

ACE GOLF ● GAMECUBE ● OUT OCTOBER

Ace Golf

CARTOON GOLFING THAT'S ANYTHING BUT CHILD'S PLAY.

Evoking memories of *Mario Golf*, *Ace Golf* is super cute driving and putting at its best. Starring 14 cartoon characters from around the world there are seven deceptively tricky courses to negotiate and a selection of comedy golf clubs to collect, with everything from a flaming driver to one fashioned from ice.

We had the good fortune to go hands on with this title, which incidentally is being coded by ex-Camelot developers, who you may remember were responsible for *Mario Golf*.

Despite the vibrant characters and colourful courses this is a golf game that's easy to pick up but a monster to master, and we're sure golf fans will find plenty to smile about with this title.

The game makes use of the GameCube's controller to offer a system that uses the C-Stick to determine the strength and direction of a shot. Pulling back the C-Stick will start your swing, while slamming it forward once you've filled the power bar as far as you want will release the shot in the direction you push. You can also alter where you strike the ball, for added top and bottom spin. Your best shots and putts can also be saved to your memory card.

As well as the usual choice of golf matches including Tournament, Stroke, Match and Short Course there are also three fun mini-games.

The first is Nearest the Pin, where placing your ball closest to the hole is the only route to victory. Those furthest away from the hole will be eliminated in Survival mode and Mission sets you a number of objectives, such as placing four out of seven shots within five metres of the hole.

It has all the rules of golf, but there are some cool extras like a flaming driver

Play a blinder and you'll be given a rating for your superb shot

Hail the Bandicoot

CRASH, BANG, WALLOP. THE MEGA STAR MARSUPIAL IS ON THE WAY TO GAMECUBE AND GAME BOY ADVANCE.

How times have changed, eh? First Sonic and now Crash Bandicoot on a Nintendo console. Next thing you know we'll be controlling Solid Snake on GameCube. Hmm...

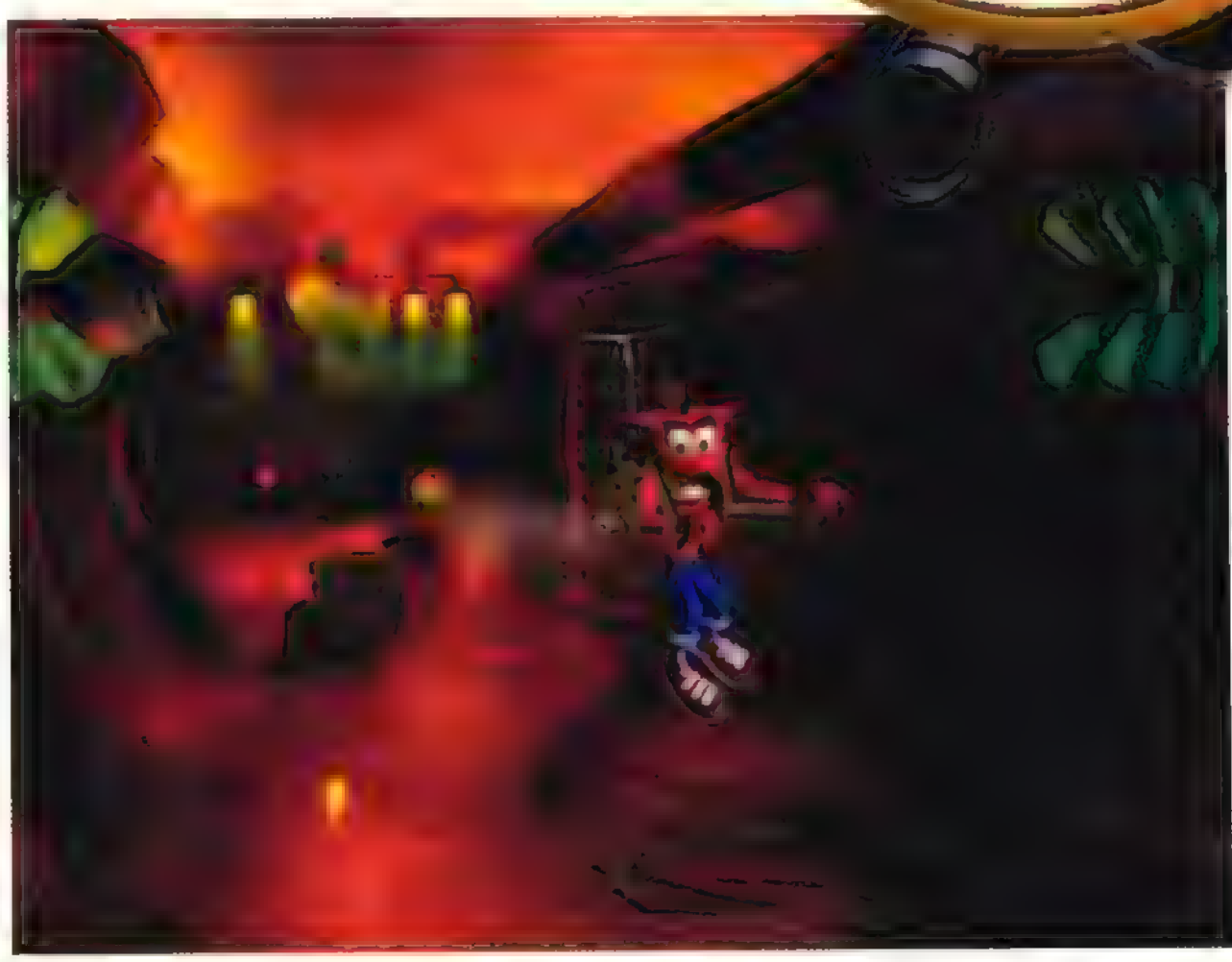
In the mean time how about a *Crash Bandicoot* game for GameCube and another GBA title that links up with its big brother for mini-game fun and unlockable extras.

The GameCube adventure, which is an update of the PS2 title, will launch this autumn, while a brand new GBA quest will hit the shops early next year. Little is know about the connectivity at this stage, although the developers Eurocom (the studio behind *TWINE* and *Mortal Kombat 4* on the N64) has confirmed the mini-games won't require a GBA cart, as the games will be installed on the handheld's on-board memory.

As ever, the GameCube adventure pits Crash against Neo-Cortex, who has created a genetically engineered super warrior to finally destroy Crash. And so it falls on Crash's red furred shoulders to destroy his evil creation.

So far we know the game will come with 30 levels ranging from a volcanic island to an African jungle and Japanese village. Crash will also take control of a selection of vehicles, including a hang glider, off-roader and a huge Crash mech, while for the first time Crash's sister Coco will be playable. More as we get it...

❑ Crash had better get a shift on to escape from the charging pack of rhinos or it'll be curtains



❑ You'll get full 360° movement when you take control of the jet pack. Watch out for the boiling hot pipes though

❑ Crash can use his mech to blast Cortex's vast army of wild animals with some impressive rockets

WHICH ONE WOULD YOU WEAR?

A couple of months ago we brought you news of a competition to design a T Shirt for clothing brand Joystick Junkies and after a massive response we have the ten shortlisted finalists for you.

The winning designer will see their T Shirt in the forthcoming autumn collection and will receive 10% of the net profit from sales. There will also be a *NOM* reader offer in a future issue. To vote for your favourite design, log on at http://www.joystickjunkies.com and click the *NOM* link.

FIGHT THE MASTERS

THE MASTER'S GOAL

punching deep into the net; you knew it was all over.
Admit it, I'm the master.
The master executioner of awe inspiring goal strikes destined for history. This is Virtua Striker 3 ver.2002, full on football action played at a blistering pace in stunning graphical detail.
Stick your tongue out, its time to kick-boots.

Distributed by

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Play to be worshipped

AGGRESSIVE INLINE LOOKING LIKE A TONY HAWK BEATER

THE WORLD OF EXTREME SPORTS HAS A YOUNG UPSTART GAME TO WORRY ABOUT...

Inline skating may conjure up images of female hygiene products and Dr. Alban singing *It's My Life*, but in the world of extreme sports it's right up there with skateboarding and BMX banditry, thanks to inline skaters prepared to break bones like Tony Hawk or Mat Hoffman.

Aggressive Inline was one of the highlights of last month's E3 show, with gameplay just as tight as a *Tony Hawk* title and graphics shaping up to be just the right side of pretty. But what's got us in a lather is how the developers have ditched reality and decided to concentrate on delivering fantastical in-game events that are as far from reality as a mad hatter's tea party, and just as surreal. To give you an idea of what we mean, part of the game sees you grinding a Ferris wheel, which falls into the sea to create a bowl you can skate upon.

Aggressive Inline features ten of the biggest names on the professional inline circuit, with the discipline founder Chris Edwards, along with current champion Taig Khris. Each and every skater will have signature moves, along with a massive selection of tricks to pull, with the accent on grinding. The makers promise that every trick featured in the game is physically possible and entirely in keeping with what real inliners can actually do.

What also looks to set *Aggressive Inline* apart from the competition is the sheer scale and interactivity of the seven levels on offer. The makers have worked in up to 15 cinematic events into each level, which drastically alter the layout of the levels, opening up new objects to trick on. For example, in one area there's a giant globe that can be rolled onto the road, smashing into two buses, to create a giant half pipe on which you can skate.

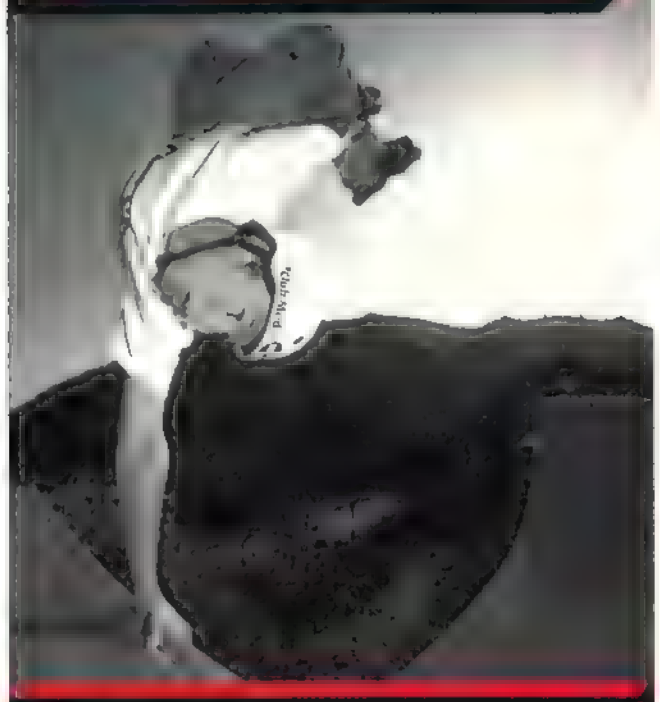
Like many extreme sports titles *Aggressive Inline* is packed with objectives, but rather than being given a list of goals before you start a level the makers have opted to place dozens of characters in the game's levels. With each character on hand to set tasks, you can be guaranteed an oddball selection of skating challenges.

❑ Has Mr Hawk finally got a challenger to his crown?

❑ The usual array of bizarre trick names are here

Q&A

Taig Khris, Inline X Games Vert Champion



Q: Do you think *Aggressive Inline* is a good representation of the sport?

A: For this game they didn't just use our image. We started a year ago and Acclaim really asked us questions every time they were making changes to the game. They'd send us pictures and videos through and I was telling them do this or do that. I even have the screenshot of my character on my desktop!

Q: So you've had quite a lot of input into *Aggressive Inline*?

A: Yes, because it's the first inline game and we all wanted it to be good. We wanted the first inline title to be the best and it's a dream come true. When I was a kid I was playing so many computer games and to have a game with you in it is just crazy.

Q: What sets *Aggressive Inline* apart from other extreme sports games?

A: First of all they took the ten best skaters in the world to use in this game and it is very realistic. We are not doing four or five back-flips in the air; every trick that we do is based on reality and every character has their own special move. I think that our game is totally realistic but almost like a cartoon which makes it more fun. The skate parks are real but there's that little bit of fantasy, so this game will help the image of inline.

Q: So you could see a trick in the game and then go out and try it?

A: Yes. It's like an inspiration because all of the tricks are real. Kids can check the move and then go and do it.

Q: How long have you been skating?

A: Altogether, 20 years. I started when I was six years old by going out on the streets with my brother and my friends. I didn't become a pro until I was 20.

Street Fighter favourite Chun-Li even makes a return to Nintendo with her Lightning Kick

CAPCOM VS SNK EO ● GAMECUBE ● OUT AUGUST

Capcom Vs SNK EO

WE'VE NO IDEA WHAT EO STANDS FOR BUT WE KNOW THIS GAME'S 2D BRAWLING TO THE CORE.

With a character roster that reads like a who's who of 2D fighting, *Capcom Vs SNK EO* could be a retro gamer's dream come true.

Scheduled for an August release, the game is a new version of the fighter that appeared on PS2. It will come with 44 characters lifted from the cream of 2D fighters, including scrappers from *Street Fighter*, *Final Fight*, *Fatal Fury*, *King of Fighters* and many more besides.

The game will come loaded with six different gameplay modes and six individual fighting styles taken from previous Capcom and SNK beat 'em ups. There will also be a choice of two control methods, with a system that uses the GameCube's face buttons and another that utilises the controller's C-Stick and shoulder buttons to unleash attacks and counters.

Thailand's Sagat is back unleashing a devastating Tiger special

SUPER MONKEY BALL 2 ● GAMECUBE ● OUT LATE 2002

SUPER MONK

MORE MONKEYS, MORE BALLS AND HEAPS MORE ARCADE FUN. AIAI'S BACK...

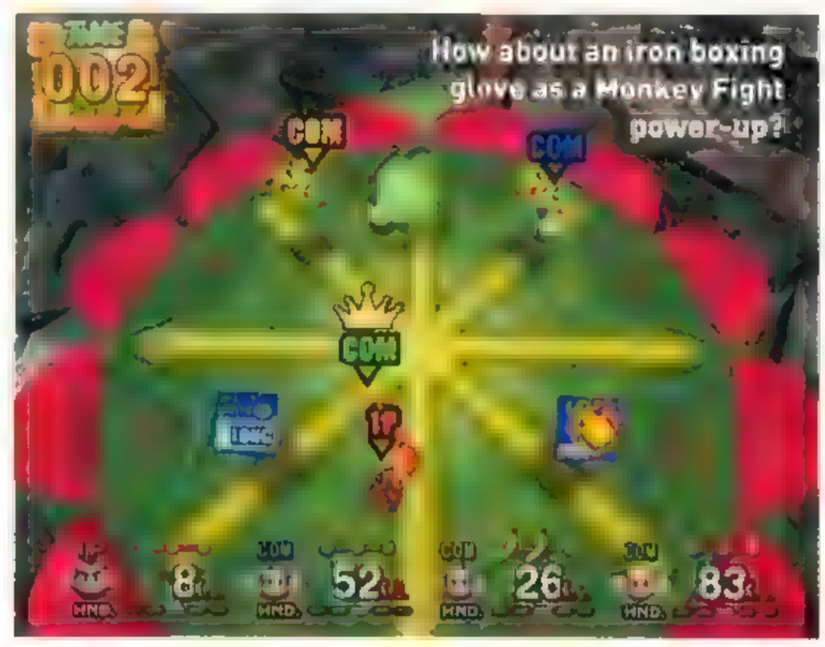
If we had our way all games, by law, would have to feature monkeys in balls, such is our love for the original *Super Monkey Ball*. It was the kind of game your gran could get her head around, but which offered up the kind of hard-as-nails challenge the seriously hardcore could get excited about.

Now they're making a new version that looks like it'll blow the original *Super Monkey Ball* right out of the water with a sequel that's bigger and better than before.

For a start there are 150 new levels full of the same fiendish puzzle action that marked out the original, but now they look much prettier with a barrage of dazzling graphical effects like submerged cities rising out of the sea and lush rainforests complete with soaring birds and glistening waterfalls. There's even a Story mode that sees you nabbing bananas hidden by an evil ape called Dr. Bad-boon.

Like the original you can sink your teeth into a world of mini-game goodness, featuring revamped favourites and brilliantly realised new additions sure to steal a fair portion of your life. Just take a closer look at these future gaming gems...

With just the 3D Stick for control, *Super Monkey Ball 2* is incredibly simple



How about an iron boxing glove as a Monkey Fight power-up?

MONKEY BOWLING
More bowling lanes with some very strange designs featuring jumps and wave effects.

MONKEY RAFTING
They ain't rafts, but your monkey's ball. To row down river, you must use the shoulder buttons.

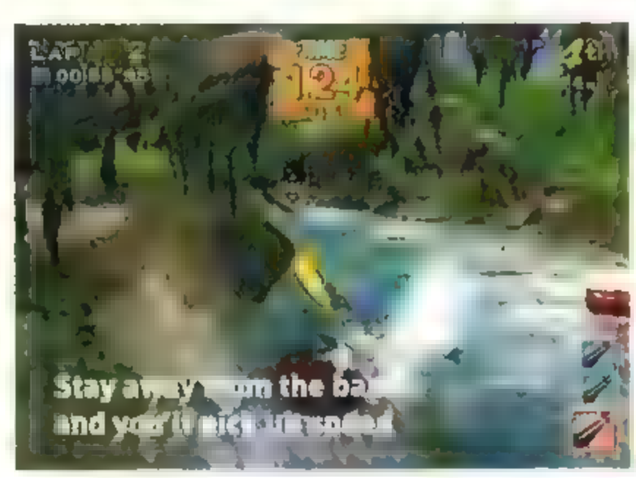
MONKEY RACING
There are tons of new courses but the same red hot racing action returns as before.

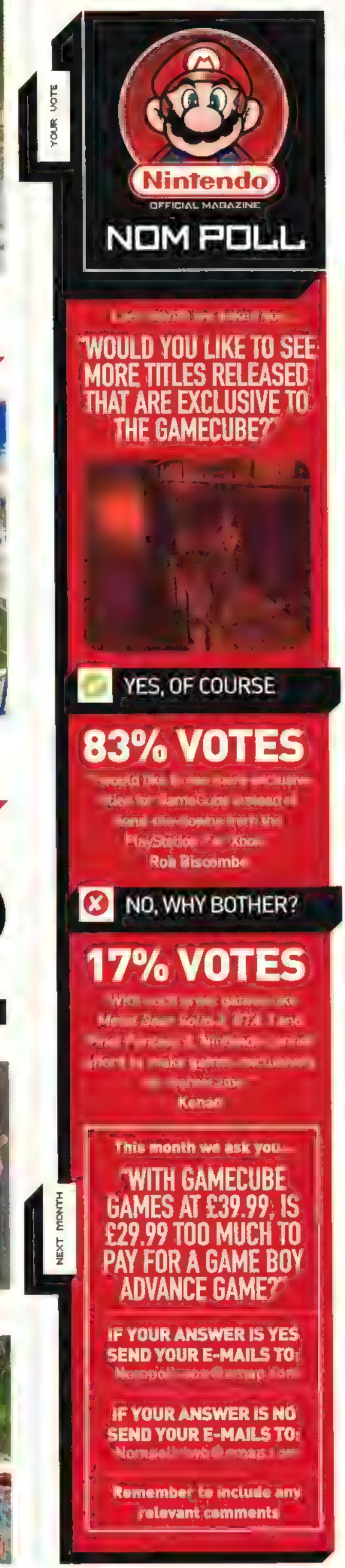
MONKEY SOCCER
Three-a-side football monkey style! You can even take penalties. Get in!

EY BALL 2

Monkey Billiards returns and this time it takes place in a seedy bar complete with milk chugging primate cowboys

Watch out as the jigsaw breaks up





GOLDEN SUN: THE LOST AGE ● GAME BOY ADVANCE ● OUT 2003

GOLDEN SUN: THE LOST AGE

FEEL THE PSYNERGY. THE SEQUEL'S ON ITS WAY.

The first *Golden Sun* was a monster of an RPG with graphics that were light years ahead of the competition and a story bristling with intrigue and excitement.

So it'll come as no surprise to hear there's another *Golden Sun* game on the horizon. Like its predecessor, *Golden Sun: The Lost Age* is a real beauty with graphics as good as the original with an array of special effects that wouldn't look out of place on a home console.

The story follows on directly from the end of the last adventure, with Isaac the hero bringing together his battle squad to fight against the destruction of Angara.

Personnel-wise expect many new characters, along with some seen in the last outing. The makers have so far confirmed Jenna, Sheba and Felix are playable characters and that the story will place a greater emphasis on Psynergy puzzles.

Camelot, the game's makers, have also confirmed there will be new Djinns in the game with different abilities that can be used in new ways. However, Camelot are staying tight lipped about specifics, although with the Japanese release imminent we should have some concrete information very soon.

GAME & WATCH GALLERY 4 ● GBA ● OUT 2003

GAME & WATCH GOES DIGITAL

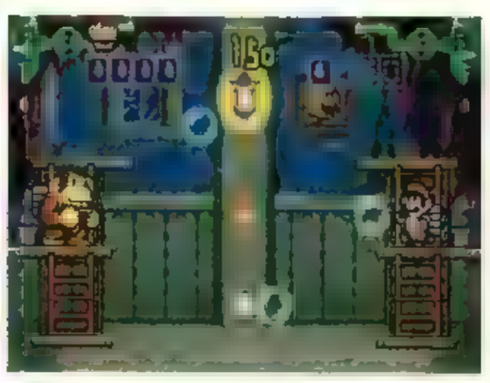
Back in their day *Game & Watch* games were the number one choice for gamers wanting to play on the go. Basic they might have been, but even back then they were loaded with Nintendo playability.

Now a new generation of gamers will be able to sample the delights of *Game & Watch* as Nintendo prepare to release *Game & Watch Gallery 4* for GBA.

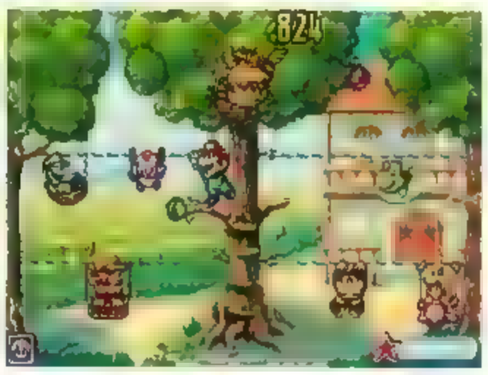
On one cart you'll find original and enhanced versions of four classic games, with *Rainshower*, *Boxing*, *Mario's Cement Factory* and *Fire Attack* to open proceedings and more to be unlocked along the way.

Don't be harmed by a tentacle or you'll lose all your treasure

Luigi tries his hand at becoming the next Jamie Oliver



The arch rivals of old prepare to battle again on your GBA



Just check out the mini Yoshi, Toad and DK Jr. Cute ain't they?

Octopus, *Donkey Kong*, *Chef*, *Mario Bros*. Oh. My. God.

Mario's Show has started, but which game will you play?

At my signal, unleash hell

ENTER THE VICIOUS WORLD OF THE GLADIATORS.

If wearing skirts and hacking men to pieces with big swords is your thing then take a look at LucasArts' latest GameCube creation, *Gladius*. This turn-based RPG is set in the ancient world when brave gladiators fought one another for the right to be Imperial Champion.

There are two main characters for you to choose; Ursula, the daughter of a great barbarian king, or Valens, the son of one of Imperia's greatest gladiators. You must then build up and train your own fighting force to take on warriors from around the world, winning certificates that will allow you to enter higher ranking tournaments. But something more sinister is afoot...

As they travel through the ancient realms, Ursula and Valens get themselves embroiled in a plot to revive an evil dark god. Once the presence of this force is known, the Imperial Championship stops and the heroes must combine their powers to banish this deadly force.

As you progress through the game, your warriors will learn new skills and gain experience points turning them into better fighters and allowing them to battle tougher opponents. You'll also get the chance to learn magic spells to use against your most hated enemies.

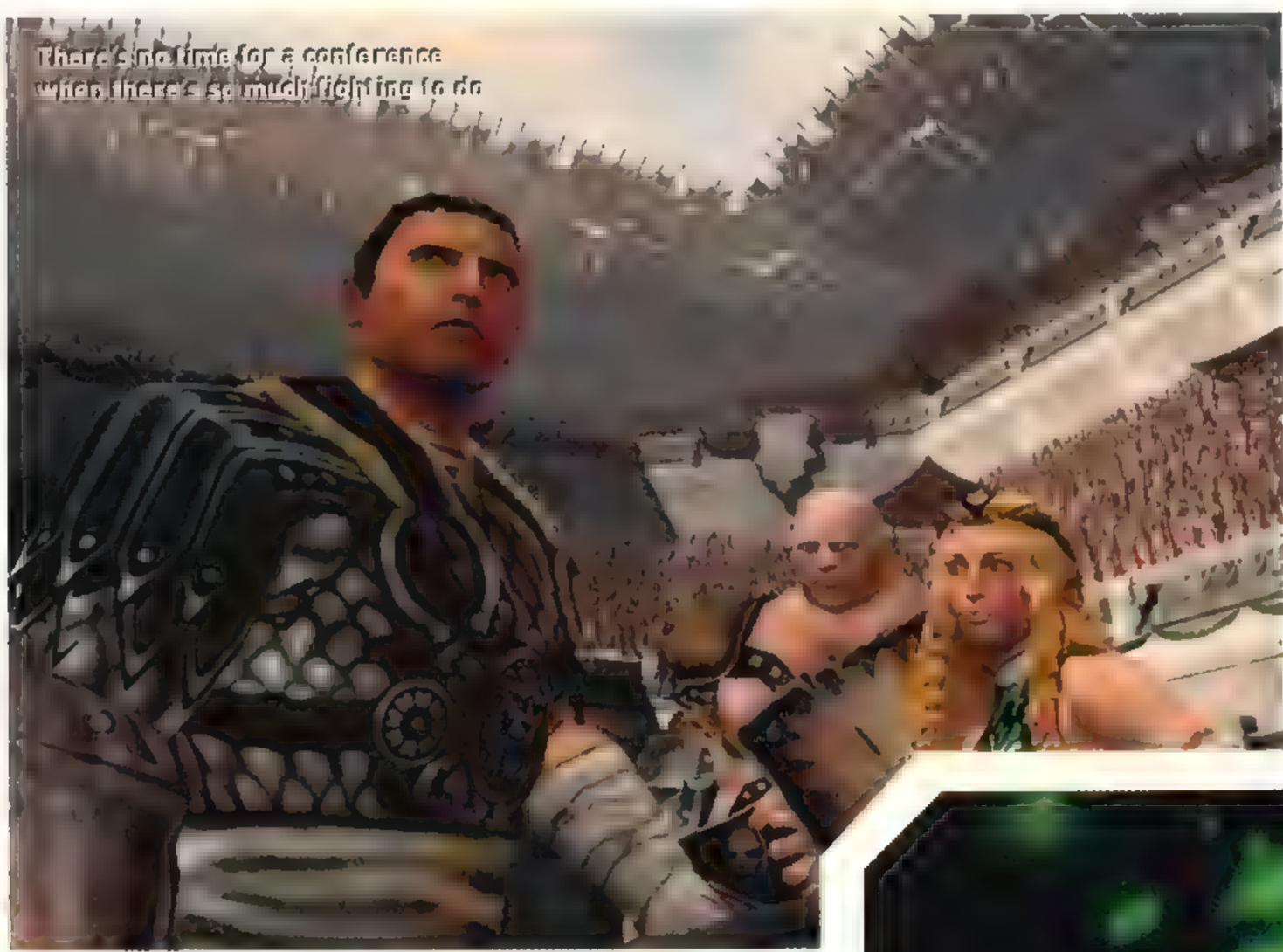
There are over 100 customisable character types for you to control and the game includes over 400 accessories such as weapons, armour and items of clothing.

Gladius looks like it could be one of the more exciting and original titles to hit the GameCube, so let's hope that the final product lives up to its early promise.

The gladiators look incredibly realistic and there's an extremely high level of detail

You probably want to make friends with him or run away

Prepare to face some very ugly looking enemies


There's no time for a conference when there's so much fighting to do

Gladius supports up to four players so you can enjoy hacking, slashing and bashing your mates into the dust

The lighting effects from the magic spells look spectacular

ECKS VS. SEVER 2 ● GAME BOY ADVANCE ● OUT AUTUMN 2002

EXTRA ECKS

BAM! SET TO RELEASE SEQUEL TO GBA MODERN CLASSIC.

With terror attacks on the increase, ex-FBI agent and ex-NSA operative Ecks and Sever must work to overthrow the terrorist threat in this sequel to one of last year's surprise GBA hits.

During their investigations one name keeps cropping up, Global Operations Defence Systems (G.O.D.S.). Events take a twist when Sever discovers that G.O.D.S. not only provides weapons to rogue states, but has also managed to get its hands on a Russian nuclear weapon that has been missing since the end of the Cold War.

Ecks Vs. Sever 2 will feature 24 single player missions as well as five different multiplayer modes. The levels are set across much more diverse environments than in the previous game and players will get to ride in a car, take the subway and even swim underwater.

There are also more weapons to master and you'll need to learn to use them properly because the enemy A.I. has improved with your adversaries now reacting to sound, sight and what they consider threatening situations.

This is one sequel that we are definitely looking forward to as the original was a *NOM* favourite, especially the multiplayer battles. We'll have more information when we get it.

That guy's legs look a little bit stumpy. Oi, shorty!

The level of detail has certainly been increased

Even animals aren't safe when Ecks is on the case

The game seems to lack the detail found in the SP titles

If you let him get any closer you'll be able to hit him with your gun, so cap his ass now!

KING OF FIGHTERS EX NEO BLOOD ● GAME BOY ADVANCE ● OUT AUGUST

King of Fighters

CLASSIC 2D FIGHTER READY FOR GBA.

SNK's original *King of Fighters* was launched back in 1994 when 2D fighting games were at their most popular and it appears that the Game Boy Advance is the perfect platform on which to resurrect this classic of the genre.

Neo Blood is a new addition to the series and includes an original storyline plus new characters, although the general idea is still to kick the life out of whoever stands in your way.

While it may seem like a *Street Fighter* rip off, this has one major difference in that players fight in teams rather than one on one.

King of Fighters EX Neo Blood seems to have all the ingredients to make a decent fighter, but it may be asking too much of it to outdo *Street Fighter Alpha 3*.

TOP GUN COMBAT ZONES ● GAMECUBE ● OUT SEPTEMBER

HIT THE BRAKES AND HE'LL FLY RIGHT BY

WHO SAYS FLIGHT SIMULATORS HAVE TO BE BORING?

Although it may be over 16 years too late to cash in on the classic movie, *Top Gun Combat Zones* is nevertheless attempting to inject a little bit of life into the flight sim genre.

While it shares the name with the film, you won't find Tom Cruise in here or the pumping *Danger Zone* soundtrack. What you will find though are eight authentic fighter aircraft and 34 missions in which to ply your trade.

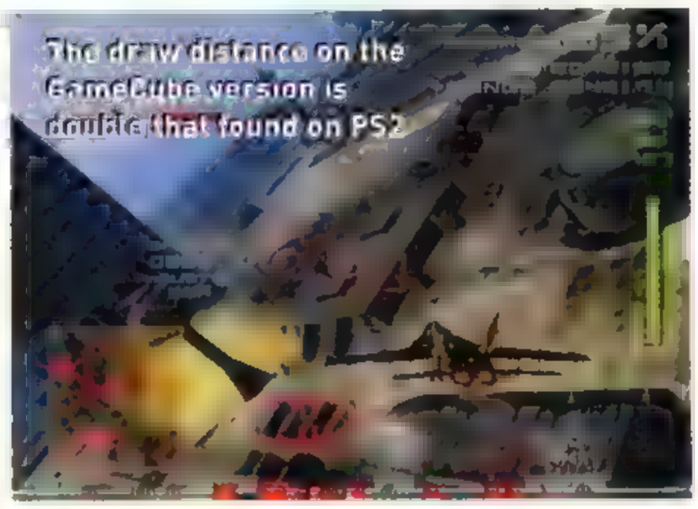
The game is set across three eras; early 70s Asia, 1990's Gulf War and a battle for the Arctic in 2005. You'll also have to prove yourself at the legendary Miramar training school in order to become a Top Gun.

The game has a very complex scoring system that rewards daring flying and accurate shooting. Players are alerted to the number of points required to gain medals at the start of a level and it's then up to you to fly like an ace.

The GameCube's power means the graphics have been markedly improved over the PS2 version and now benefit from a much greater draw distance and a general tidy up.

It certainly looks fantastic and moves at a terrific speed with plenty of enemies on screen at once. *Combat Zones* could well set the benchmark for other fight sims.

The oil fields in the Gulf need protecting. Are you up to the task?


The draw distance on the GameCube version is double that found on PS2

The Arctic scenery looks fantastic

Look out for this message and prepare to dodge any enemy attacks

The dogfights will leave you stunned as attacks come from every angle

That train obviously contains sensitive information. Blow it up now!

WINGS ADVANCE ● GAME BOY ADVANCE ● OUT OCTOBER

Chocks away

The trend for converting old 16-bit titles to the Game Boy Advance continues with the autumn release of *Wings Advance*.

Set against the backdrop of World War I, players choose to fight for either the allies or the Germans and take charge of a rookie pilot thrown into the thick of the action.

It's up to you to learn the skills quickly and destroy the enemy threat by flying through 200 different sorties that are split into three sections. Dogfight missions see you viewing the action from inside the cockpit, while strafing and bombing raids sees the camera angle moving to an isometric or a top-down view.

The graphics have been improved significantly from the original Amiga game and a four-player dogfight option has now been included to give all you budding pilots some multiplayer aerial action.

REIGN OF FIRE ● GAME BOY ADVANCE ● OUT LATE 2002

REIGN OF FIRE

Based on the upcoming movie of the same name, *Reign of Fire* is a futuristic war game with a twist. The year is 2024 and the human race is declining rapidly as giant dragons dominate the planet, destroying all that stands in their path.

You can choose to play as either the evil dragons or a brave band of humans trying to resist the threat from the fire-breathing scum. The game is split into two sections with the action being set on land and in the air, but whatever plot you choose to play they both contain 20 unique missions. You can then acquire new weapons and technology for the humans or allow the dragons to evolve.

While the plot may sound a little implausible, the game sounds like a good idea and even at this early stage, it's shaping up to be a winner. A GameCube title is also in the works and we'll bring you more information on both titles as we get it.

Take control of some maniacal machinery in *Reign of Fire*

SUPER GHOULS N GHOSTS ● GAME BOY ADVANCE ● OUT LATE 2002

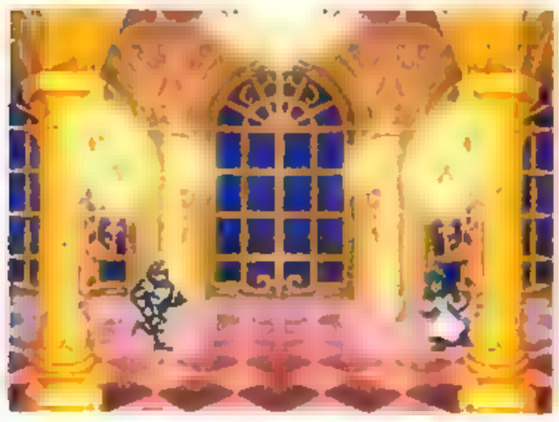
Super Ghouls N Ghosts

CLASSIC SPOOKY GAME FINDS A NEW HOME ON GB ADVANCE.

It's regarded as one of the best – and hardest – 2D side scrolling adventures ever created, and like so many classic games before it, *Super Ghouls N Ghosts* is GBA bound.

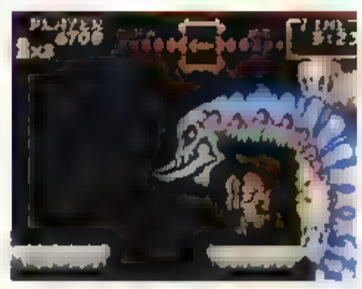
For those new to *Super Ghouls N Ghosts*, it was one of the most popular games on the Super NES thanks to a swashbuckling story starring a brave knight called Arthur, who in time-honoured tradition has to rescue a damsel in distress.

Standing between him and his lady are creatures of the night hell-bent on halting Arthur's progress. The re-make will have all of this, along with enhanced graphics, new enemies and fresh stages.

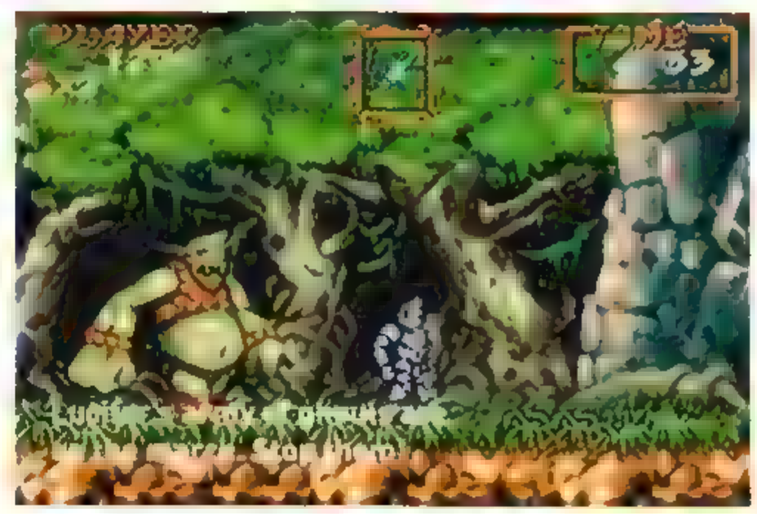


❑ Instead of a blonde babe, Arthur's got to save one with a blue rinse!

❑ Get hurt wearing your armour and you'll have to venture on in your pants



❑ *NOM* got the chance to play this GBA version at E3 and believe us it's one of the hardest games you'll ever play



DEFENDER OF THE CROWN ● GAME BOY ADVANCE ● OUT SEPTEMBER

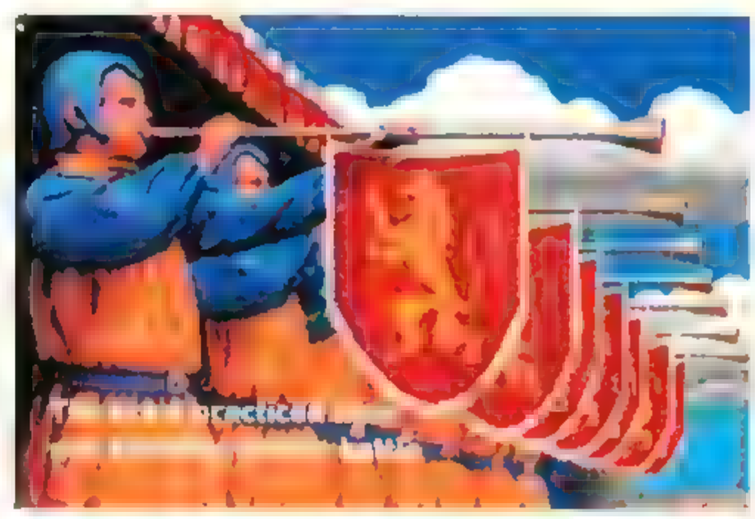
Defender of the Crown

❑ *Defender of the Crown* is set in the time of King Richard, when men were men, hideous body odour was all too common and when women with warty heads and bad breath were considered rather fetching.

The game pits you against the marauding Norman army who have murdered King Richard and combines action packed duels with strategy heavy sieges. You'll even need to become an expert at using a mace or catapult if you want to be victorious.

❑ The jousting event was always popular

❑ Expect plenty of suspicious characters



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SWAP GAMES ON THE NET AND SAVE £££

With upwards of 40 GameCube games in the shops at the moment and what seems like hundreds of Game Boy Advance titles it can be an expensive business being a Nintendo fan.

But help is at hand with a new website at http://www.swapgame.com. It's the very first UK based internet company to offer a game rental service and for you, the regular gamer, it could save a small fortune.

Two different offers are currently available, the first of which charges just £9.99 for each game you rent and allows you to keep the game for up to three weeks. The second offer gives you the opportunity to rent two games of your choice, allowing you to keep them for as long as you want. With a monthly fee of just £14.99, it really is an excellent rental deal.

Also worthy of note is that as soon as one or both games are returned, new titles can be ordered. The company has also promised that they will have the top 50 selling games for both formats in stock at all times and they aim to send out orders within three days.

So what are you waiting for? We're off to rent *Super Monkey Ball*...

...helping Captain Olimar repair his ship with Pikmin over 30 days, it would be worth noting that...

- 3,465,840 vehicles passed over San Francisco's Golden Gate Bridge.
- Your fingernails grew 3.175mm in length.
- 205 left-handed people died using products designed for right-handed people.
- A hedgehog's heart beat 12,960,000 times.
- 259,200,000 bolts of lightning decided to strike the Earth's surface.

Bag End's resident star, Bilbo, will be adventuring onto GameCube this year

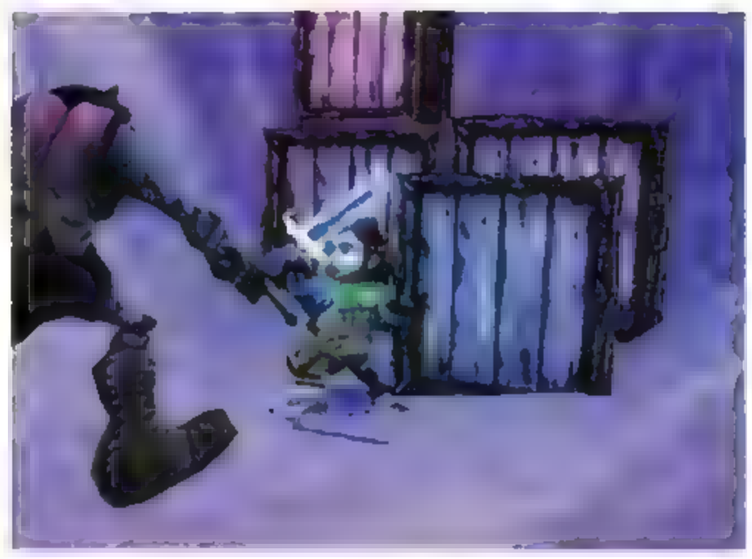
THE HOBBIT ● GAMECUBE ● OUT 2003

THE HOBBIT

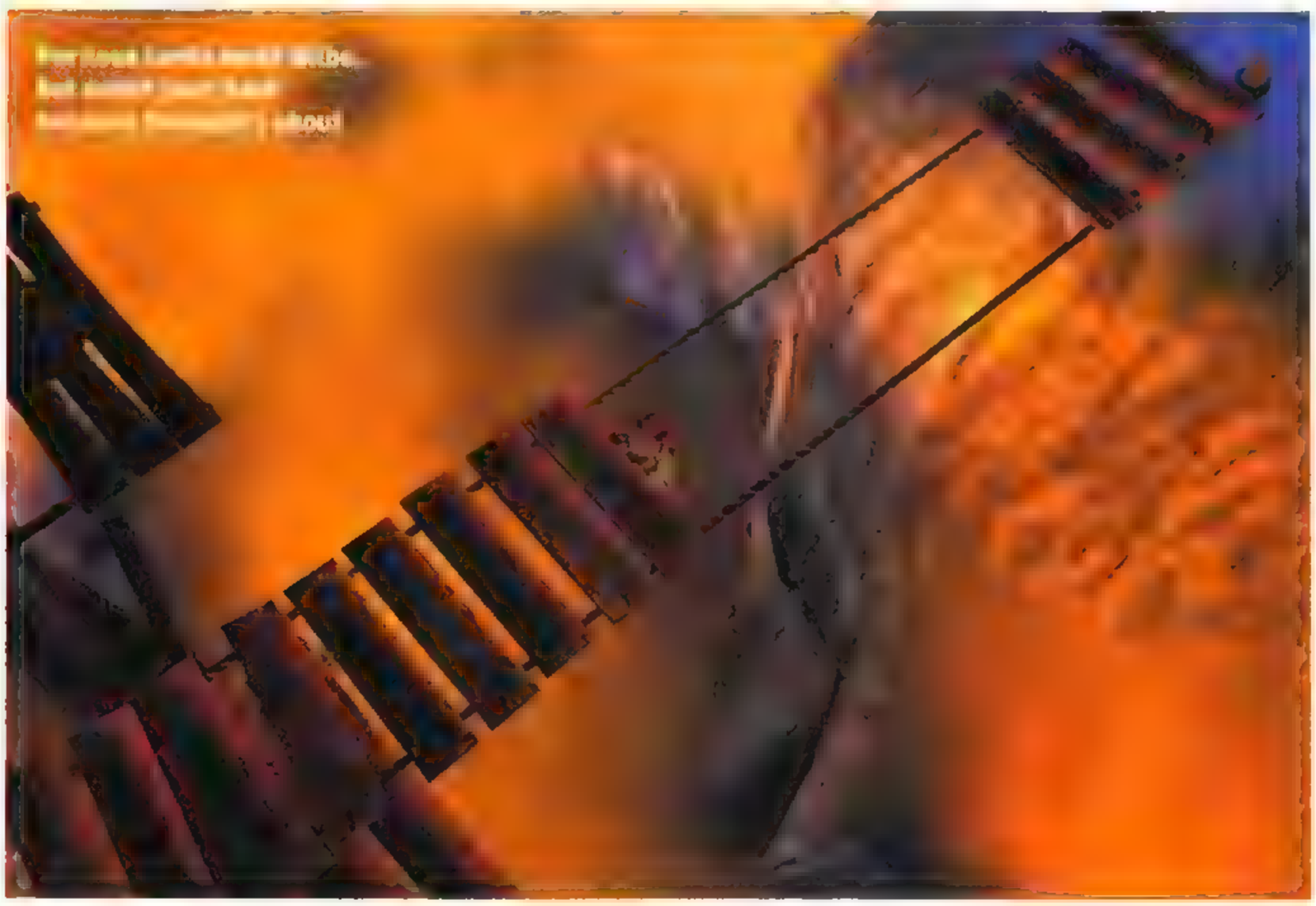
LEGENDARY FANTASY QUEST IS COMING TO GAMECUBE.

Bilbo Baggins' quest in *The Hobbit* is rightly one of the very best fantasy stories ever, and now it's preparing to make a transition to GameCube.

The game is due for release some time next year and the makers are promising to follow the story as closely as possible. Many key events and characters will be brought to life in a quest that's promising to be as much about exploring as it is about tackling the game's 30 odd enemies. Little else is known about *The Hobbit*, so feast your eyes on these shots and prepare for an update some time soon.



Using his sword Sting, Bilbo must harness its power to defeat Middle-Earth's creatures



XIII or Thirteen to the likes of us

CULT FRENCH COMIC AND CEL SHADED FIRST PERSON SHOOTER COLLIDE. THE RESULT? SOMETHING POTENTIALLY VERY SPECIAL.

Cel shading. The very mention of this new coding technique is enough to produce spit and bile in many Nintendo fans. And don't even mention *The Legend of Zelda.* Don't go there.

But for every gamer who wants nothing but ultra realistic graphics there's a joypad junkie who applauds this new visual style – us included. And one game that's got cel shading in abundance is *XIII*, a first person shooter currently under development by Gallic publisher and developer Ubi Soft.

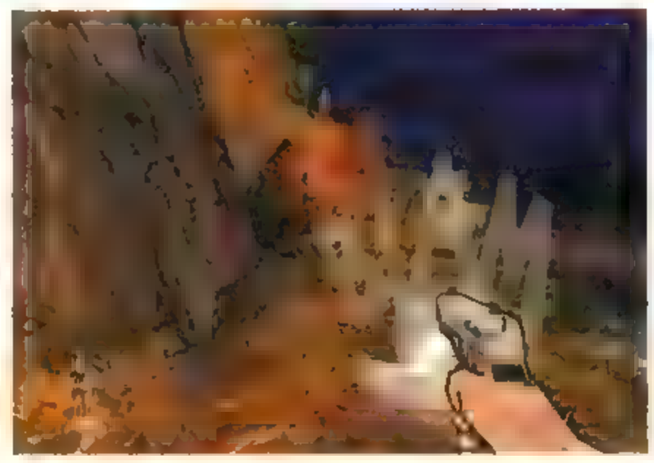
Based on the cult French comic strip of the same name, the game follows the exploits of XIII, a one time secret agent who's lost his memory and who's being hunted down after being accused of assassinating a high ranking politician.

The question asked throughout the game is: 'Did he do it?' and as you play through the game the gaps in XIII's memory are slowly filled in by stylish black and white cut scenes, unfurling a storyline with twists and turns galore.

XIII isn't a gadget laden James Bond clone, but a highly trained killer used to living off his wits. The makers are promising a shoot 'em up experience that relies on stealthy cunning and resourceful use of whatever XIII can find lying around, which from what we've seen means items like broken bottles and knifes.

This becomes apparent from his sixth sense which alerts our hero to hidden danger, acting like a personal radar to tell him whether an enemy is behind a door and whether they're armed. Similarly the game borrows tried and tested elements from comic books with the use of bright text that shows guns firing with a massive 'BLAM' or 'KABOOM' appearing on the screen.

From what we've seen *XIII* has our sleeper hit senses twitching madly and we hope the promise shown so far translates into an action packed adventure. Keep an eye on this one, it could be massive.



❑ Whenever you fire your gun you'll see this

❑ You just know someone will creep up...

❑ Down in Bag End, Merry, Pippin and Sam decide to follow Frodo on his quest to destroy the ring

THE LORD OF THE RINGS: FELLOWSHIP OF THE RING ● GB ADVANCE ● OUT AUTUMN 2002

THE LORD OF THE RINGS: FELLOWSHIP OF THE RING

It's one of the greatest stories ever told, and now J.R.R. Tolkien's masterpiece is coming to GBA – well the first part anyway.

The Fellowship of the Ring is the part of the book that made its debut in cinemas last year, and which follows Frodo, Gandalf and the rest of the Company in their quest to take the powerful ring to Mount Doom. Like the film, the game follows the book closely with locations, characters and events being faithfully re-created.

The Fellowship of the Ring plays like an RPG, with turn based battles, side quests and plenty of character interaction. The battle system has also been designed so that players can choose how much involvement they have in battling, with the option to allow the game to make tactical decisions for you.

All nine members of the Company have attacks specific to their character, so expect to see Gandalf's magic, Gimli's axe and Legolas' bow and arrow in action. And in RPG tradition, characters can gain experience and skill points to help in your quest.

HIDDEN INVASION ● GAMECUBE ● OUT JULY

Hidden and dangerous

MORE PROOF THAT ALL ALIENS ARE EVIL SCUM.

In *Hidden Invasion* you play the part of a Special Forces operative called to an incident at a terrorist crime scene. When you arrive at the location you soon discover that things are not what they seem and that something much more sinister is afoot.

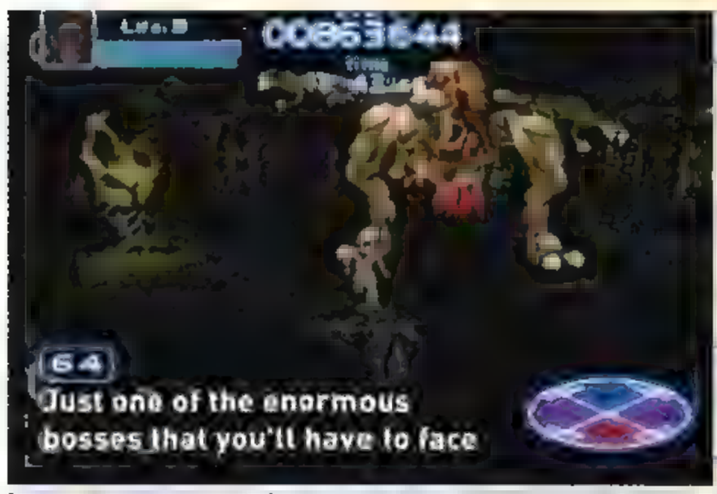
Hidden Invasion is a 3D beat 'em up with a spot of adventuring thrown in. The aliens that have invaded Earth are just the start of your problems as you try unravelling the plot to solve a devious conspiracy.

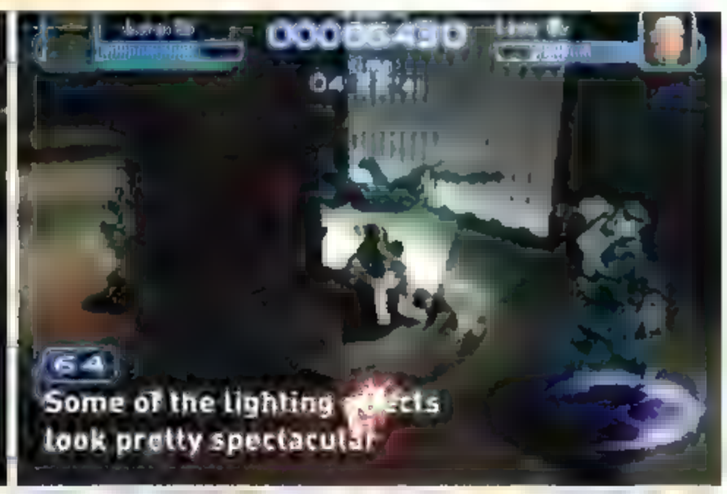
Players get the opportunity to find and blast away with some disgustingly large weapons to rid the planet of the evil alien threat.

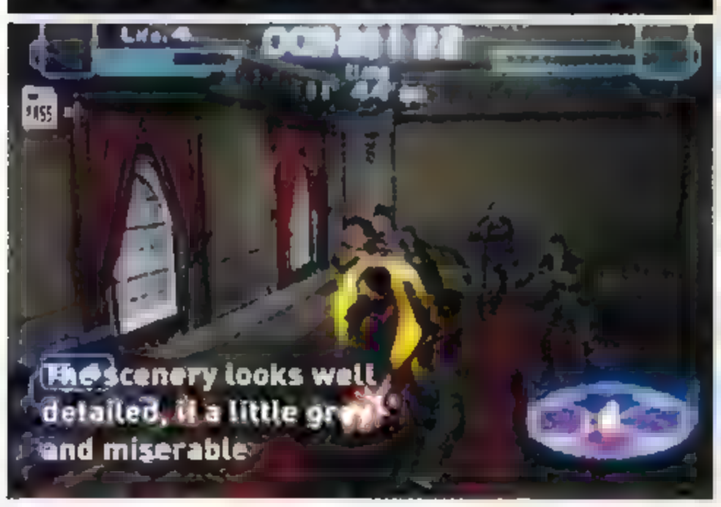
Owing to large amounts of motion capture that went into animating the characters, the game moves in a very realistic manner. There's also the option to play a two-player Co-operative mode.

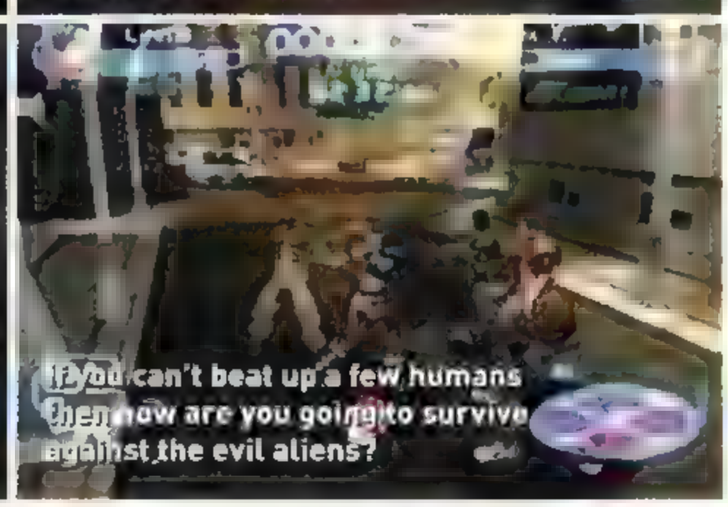
Hidden Invasion has a very distinctive graphical style and there are some excellent explosion effects to watch out for as well as some very chunky looking characters.

We should have a full review in next month's issue of *NOM*.


Just one of the enormous bosses that you'll have to face


Some of the lighting effects look pretty spectacular


The scenery looks well detailed, if a little grey and miserable


If you can't beat up a few humans then how are you going to survive against the evil aliens?

THE AMAZING VIRTUAL SEA MONKEYS ● GAME BOY ADVANCE ● OUT JULY

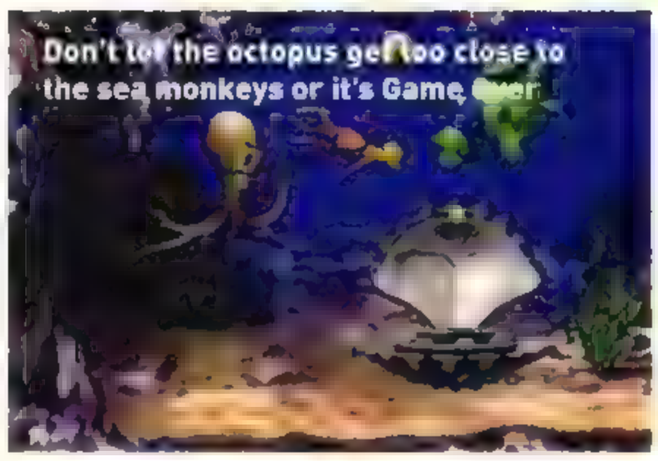
MONKEY SEE, MONKEY DO

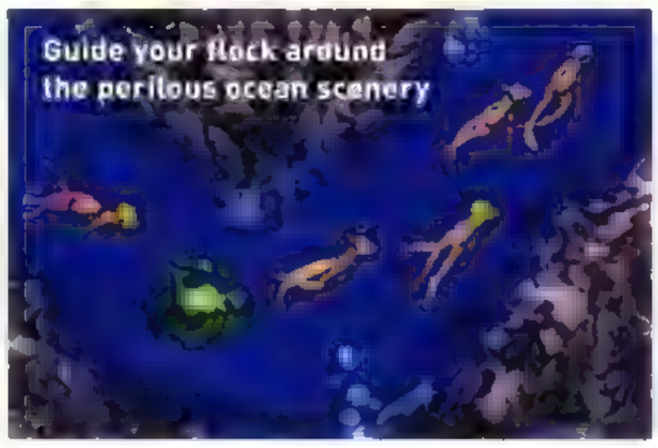
☐ Gamers looking for a more laid back challenge than your average fighter or racing game might like to take a look at *The Amazing Virtual Sea Monkeys*.

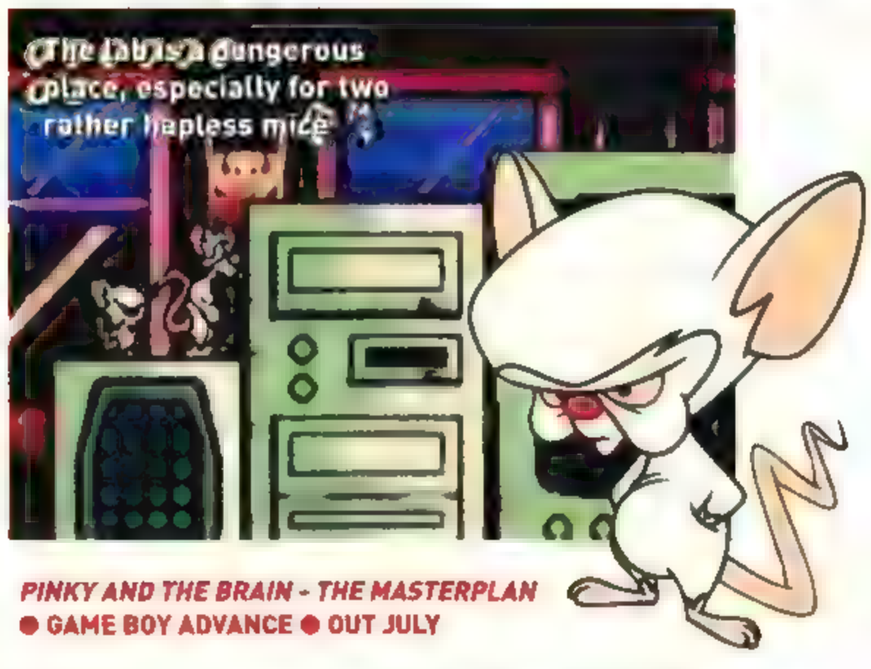
Taking inspiration from classic puzzle games like *Lemmings*, *Sea Monkeys* tests your ability to guide a gang of hapless sea creatures to the safety of their shell, avoiding dangerous underwater monsters and poisonous hazards that sit waiting to pounce along the way.

You'll need to use every available ally to aid you in your task and you'll be able to take advantage of rocks and boulders to create new paths as well as using friendly water creatures to help you out.

There are over 70 levels of action with challenges ranging from ridiculously simple to hideously difficult. Hopefully *The Amazing Virtual Sea Monkeys* should provide you with a real test of your gaming skill and patience.


Don't let the octopus get too close to the sea monkeys or it's Game Over


Guide your flock around the perilous ocean scenery


The Lab is a dangerous place, especially for two rather hapless mice

PINKY AND THE BRAIN - THE MASTERPLAN ● GAME BOY ADVANCE ● OUT JULY

IT'S ALL PART OF THE MASTERPLAN

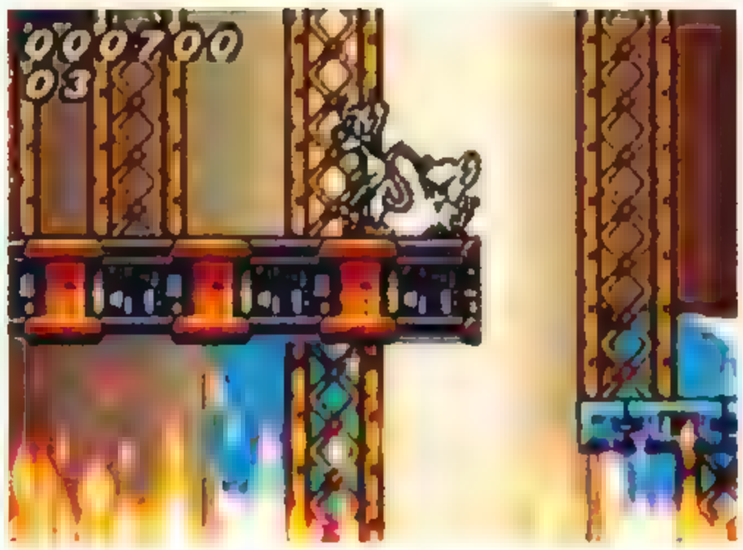
☐ Fans of the *Animaniacs* are going to love this. The Brain has a new plan to take over the world which involves taking control of a meteorological space station and converting it to alter Earth's weather. The plans were finalised and ready to go but two no good rats called Roofus and Doofus have stolen them from the lab.

Now it's up to The Brain, aided by his imbecile sidekick Pinky, to chase after the two thieving rats and recover their plans for world domination.

Pinky and The Brain each have unique skills that you'll need to put to good use in order to keep up with Roofus and Doofus. Players can also switch between the two heroes at any time during play.

The levels range from a laboratory to a submarine and one stage even takes place in outer space. There are five end of level bosses to deal with along the way, too.

Switching between the two characters is vital to your success


☐ Not even raging flames can finish your mission

SPEEDBALL II: BRUTAL DELUXE ● GAME BOY ADVANCE ● OUT SEPTEMBER

SPEEDBALL II: BRUTAL DELUXE

THE RETURN OF THE MOST BRUTAL SPORTS GAME.

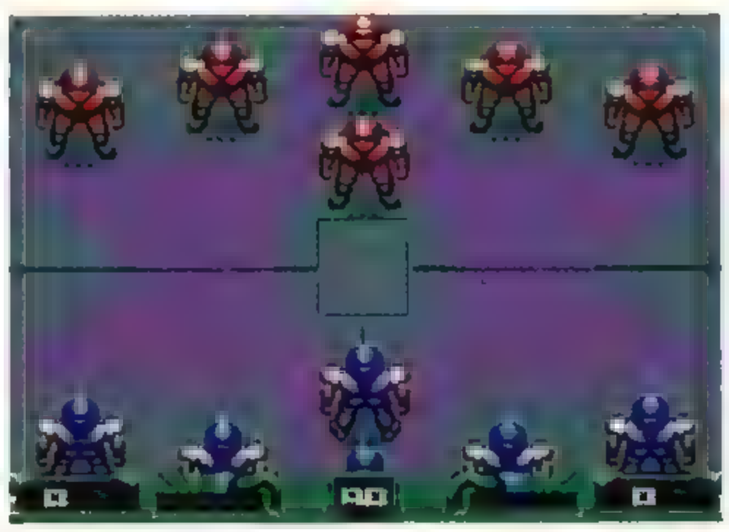
Towards the end of the 21st Century most of the sports we hold dear have disappeared and in there place a new sport has emerged which is more violent than a psychopath's garden party.

Called Speedball, it's a six against six game where players wear heavy body armour and the ball is made of metal. Anything goes, just as long as you get the ball in the opponent's goal. The ball is passed from hand to hand, but you can intercept throws with well timed body slams and punches. Also on hand are power-ups that can radically alter the outcome of matches, with collectibles that can turn the ball into a flaming sphere. Expect very fast gameplay and some very frantic matches.

In the game, which originally appeared on the ancient Amiga, you take control of a lowly second division team called Brutal Deluxe and in the course of the 14 week season your goal is to lead your team to first division fame.

What made the original so addictive was the combination of red hot gameplay and a management section that allowed players to tweak the specific attributes of the Brutal Deluxe team. We're pleased to say that they've made it into the re-make and there are new features including a link-up mode and brand new teams and players.

We're expecting great things from *Speedball II* and we're sure the conversion of the brutal classic should hit the spot.



❑ Can you take Brutal Deluxe to the very top?

What made you decide now was the right time to bring *Speedball II* to GB Advance?

We have always been keen on releasing our classic titles for a colour handheld, but we knew that nobody but Nintendo would get the required market penetration. As soon as the GBA was announced we started talking.

Can players expect anything new from the game or will it be a straight port?

The game is effectively a straight, faithful conversion of the original Amiga game that is so loved. It has, however, been tailored to the GBA platform, both in terms of user interface and also to support the additional features such as linked play, which can be experienced in both single and multi-cart forms. It's hard to find fault with the job Crawfish has done.

How easy has it been converting the game to run on Game Boy Advance?

The biggest problem is working on ten year old code. It was impossible back then to predict exactly how big the industry would get and I'm sure nobody would have expected their code to still be in use a decade later.

What are your thoughts on GameCube and would you like to develop games for it?

It's not at the top of our list, simply because of the type of games we are currently developing. We are big fans of the hardware and would love to work on it. The controller's fabulous and the games so far have been okay, but the E3 line up looked stunning. Nintendo gamers have a lot of reasons to be happy leading up to Christmas.

What other GBA and GameCube games have you been impressed with and why?

My current favourites are *Sonic Advance* and *Pikmin*. I can't tell you how happy it makes me to see Sonic on a Nintendo console and *Pikmin* is the first real time strategy game that appeals to all ages and sexes.

LARGO WINCH: EMPIRE UNDER THREAT

DEEP ESPIONAGE AND BETRAYAL IN THE WORLD OF BILLY BANKERS.

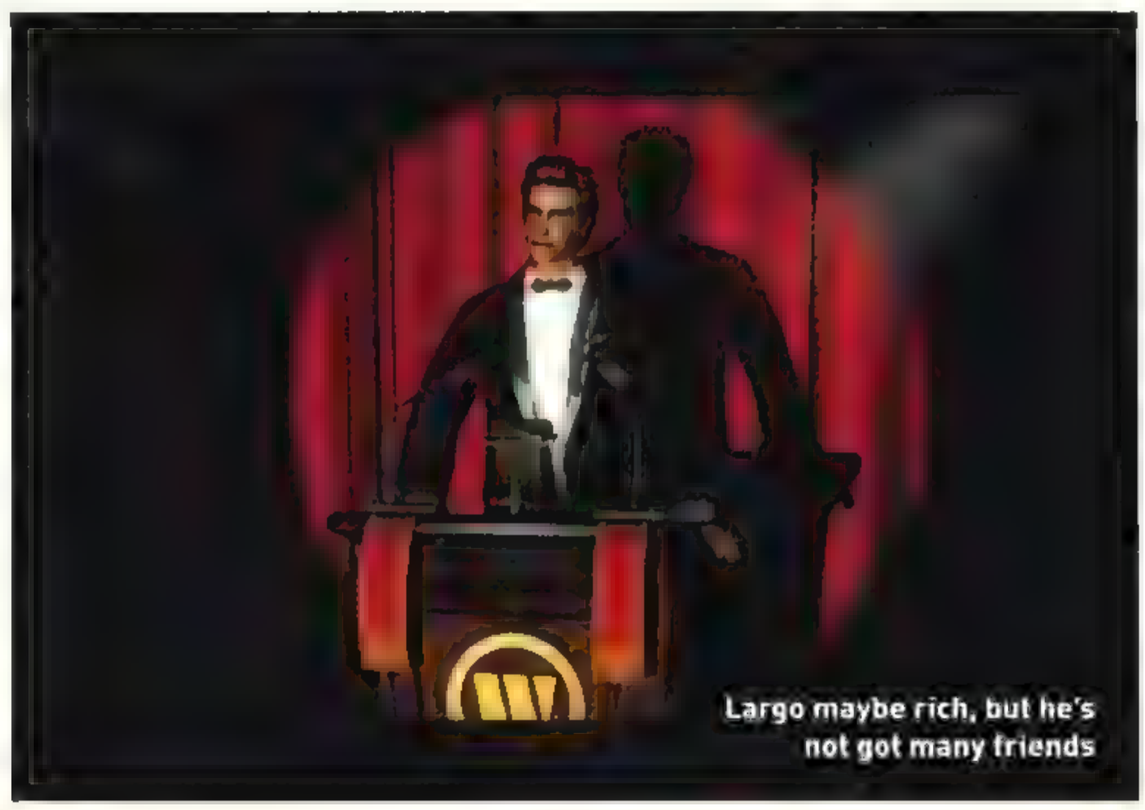
It may sound like a make of crane, but Largo Winch is the name of the world's richest man who started life as a poor Yugoslavian orphan. He was adopted by a powerful financial magnet and after his death he inherited his father's fortune.

The game sees Largo plunging headlong into a murky world of high rolling espionage, where a privileged lifestyle hides a vicious plot, involving many of the people Largo thought he could trust.

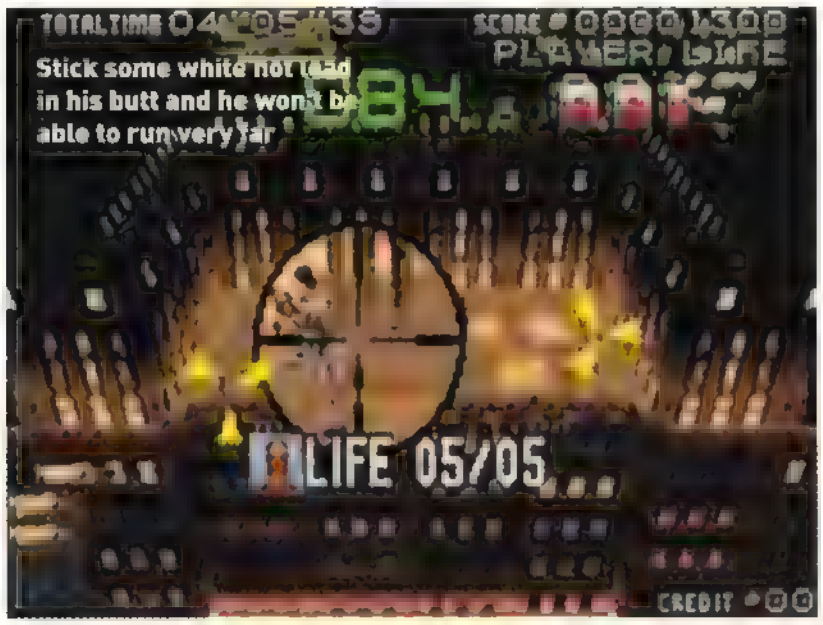
The game is based on the multi-million selling comic book of the same name which has also been translated into a TV series and should be hitting British television later this year.

Ubi Soft, the game's makers, are endeavouring to create a deep storyline with globe trotting adventuring and a mix of action and character interaction. Sounds like a heady brew to us, so we'll keep you posted on developments in a future issue.

In the world of big business


Largo maybe rich, but he's not got many friends

High up on the rooftops, you've got to pinpoint your targets



SILENT SCOPE GBA ● GAME BOY ADVANCE ● OUT SEPTEMBER

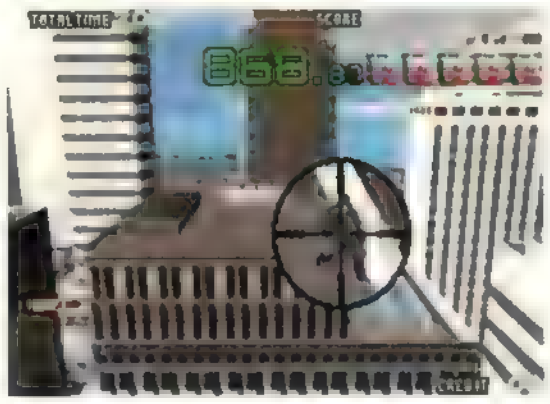
SILENT SCOPE GBA

INTENSE ARCADE SNIPER ACTION MAKES ITS STEALTHY WAY ONTO GAME BOY ADVANCE.

Konami's arcade classic, *Silent Scope*, is making its way to GB Advance and it's shaping up to be mighty fine. For those not in the know *Silent Scope* is a first person sniping game that requires players to aim carefully and take out targeted enemies, making this a game for steady hands and a very quick brain.

The game looks the business and pushes the Game Boy Advance to its limits with pin sharp graphics and some top animations. But if you can't handle the pressure there's a Training mode available to ease you into the role of playing a top marksman.

Arcade fans who have played the original need not be disappointed that *Silent Scope* is simply a re-make. The makers have crammed in many hidden stages and features, totally exclusive to the GB Advance version, including a four-player link-up option.



You'll need to scour levels and target any movements. Take him down!

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It's about being an Ace...

Parental consent required if under 12. To unsubscribe from the club, just text us the word "drop" to 07818 015474. It will cost you no more than the price of one text message - usually 10p. Virgin Interactive and its partners may wish to contact you with details of exciting offers. Subscribing to this text club means you are happy for us to contact you.

NINTENDO GAMECUBE

GAME BOY ADVANCE GAME BOY Co

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The landscapes are huge and you can drive on most of the things you can see

SMUGGLER'S RUN WARZONES ● GAMECUBE ● OUT JULY

SMOKEY AND THE BANDIT

ALL TERRAIN VEHICLE ACTION COMES TO GC.

The original *Smuggler's Run* was a launch title for the PS2 and while it didn't set the gaming world alight, it was a solid and very enjoyable racer. Now Nintendo GameCube fans are going to get the chance to experience the thrills of off-roading as *Smuggler's Run Warzones* comes to the Big N's powerhouse.

Players take the role of employees working for the Exotic Imports courier service, a dubious cover for a ring of smugglers who'll attempt everything to get their highly illegal cargo to its required destination.

There are a number of mad vehicles for you to choose from including the Super Buggy, ATV and Hover Bike. The game area consists of checkpoints marked out by flaming barrels and players must take their dodgy goods and get through these checkpoints while avoiding any pursuers.

New countermeasure weapons have been added that allow you to evade the enemy pursuits by using nitro boosts, smoke screens, shields, acid blasts and bombs. The GameCube version also has some four-player games added, with various takes on the chase and escape idea.

The levels are absolutely huge and the game moves at an incredible speed, even proving too fast for some. With a wealth of vehicles and hugely explorable landscapes, *Smuggler's Run Warzones* should hopefully be a worthy addition to your collection.

❑ **Don't expect to get an easy ride in *Smuggler's Run* as there's a veritable army after you**

Up and running

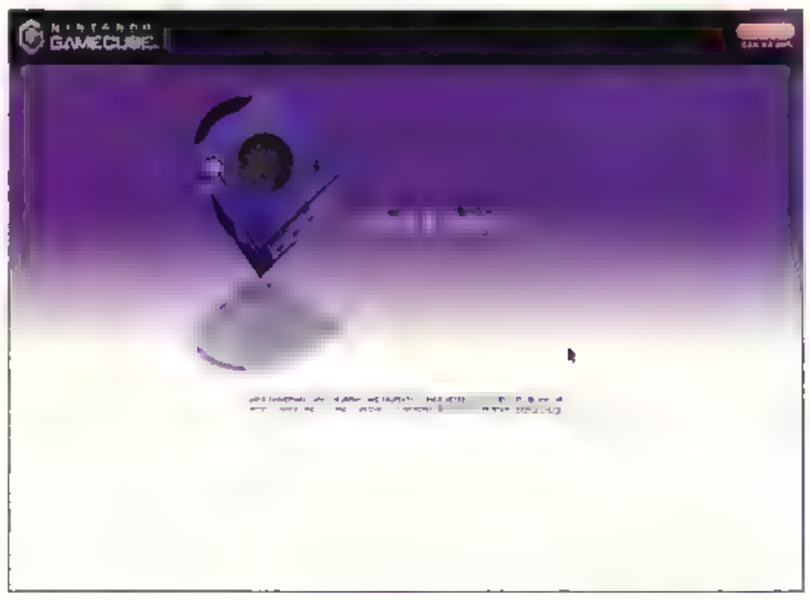
NINTENDO'S OFFICIAL EUROPEAN WEB SITE LAUNCHES.

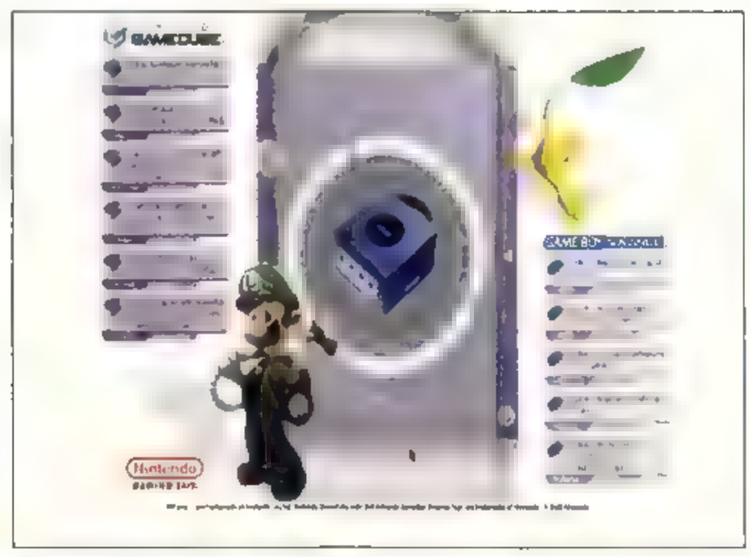
☐ **At long last, UK Nintendo fans are getting a web site that caters exclusively for their needs. Just by clicking your browser to http://www.nintendo.co.uk you'll find out all the latest Nintendo information.**

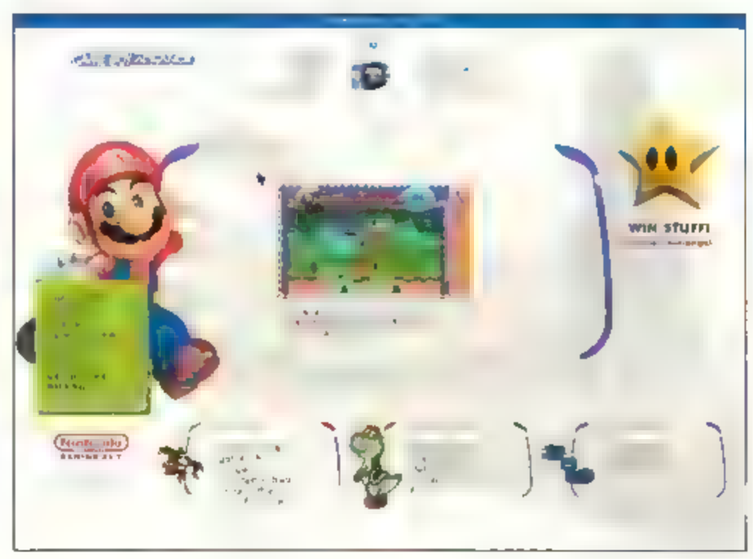
The site will be packed with all the latest exclusive news to hit the GameCube and Game Boy Advance, and visitors will also be able to sign up as a Club Member where you can find extra information on your most wanted titles.

Perhaps the coolest aspect of the site is the option to register your GameCube and certain games. By doing this you'll be treated to secrets, downloadable goodies and Nintendo gifts that you just can't get in the shops.

So put down your copy of *NOM*, boot up your computer and get yourself access to the hottest Nintendo news on the internet.







METROID FUSION ● GAME BOY ADVANCE ● OUT LATE 2002

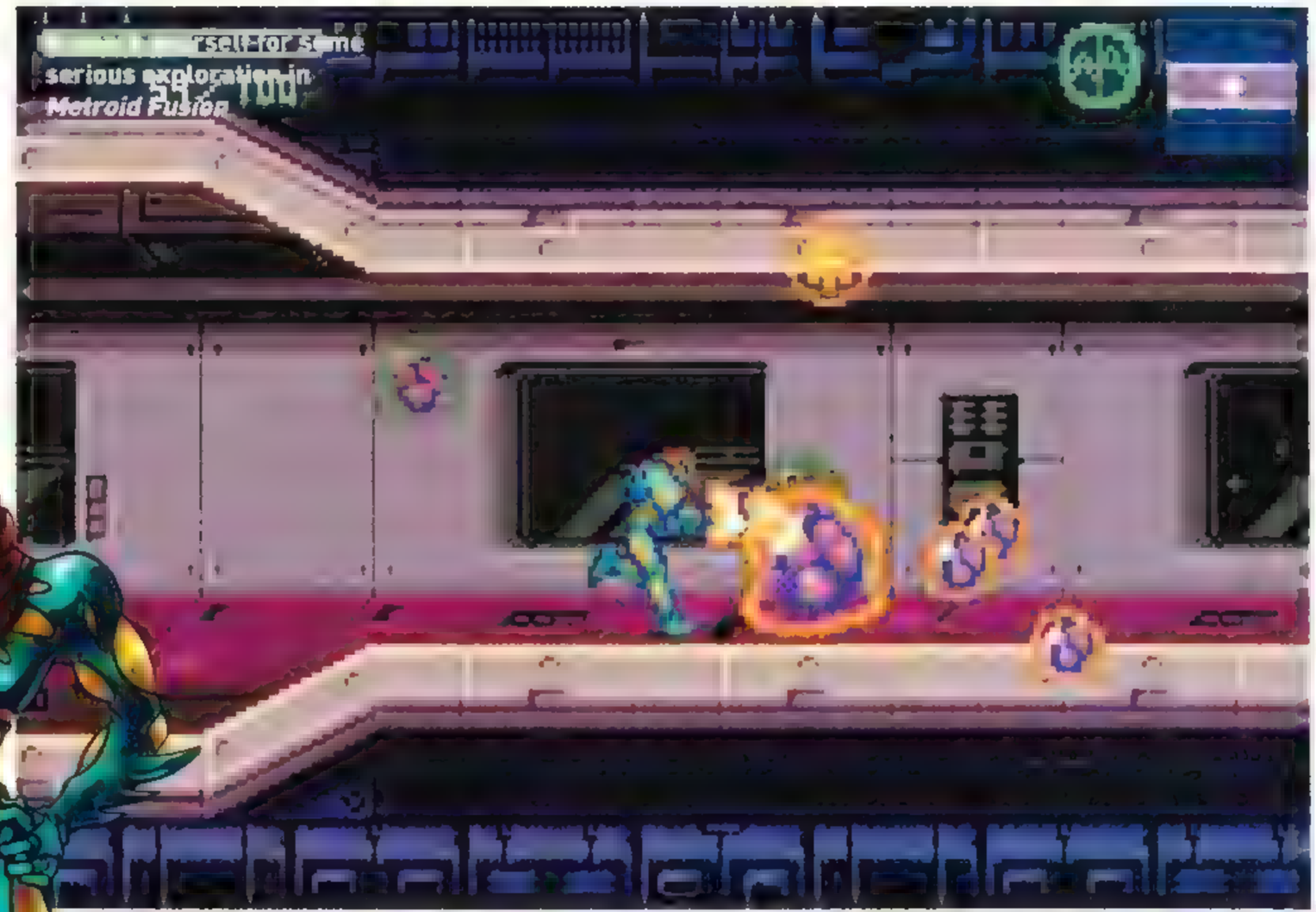
Metroid Fusion

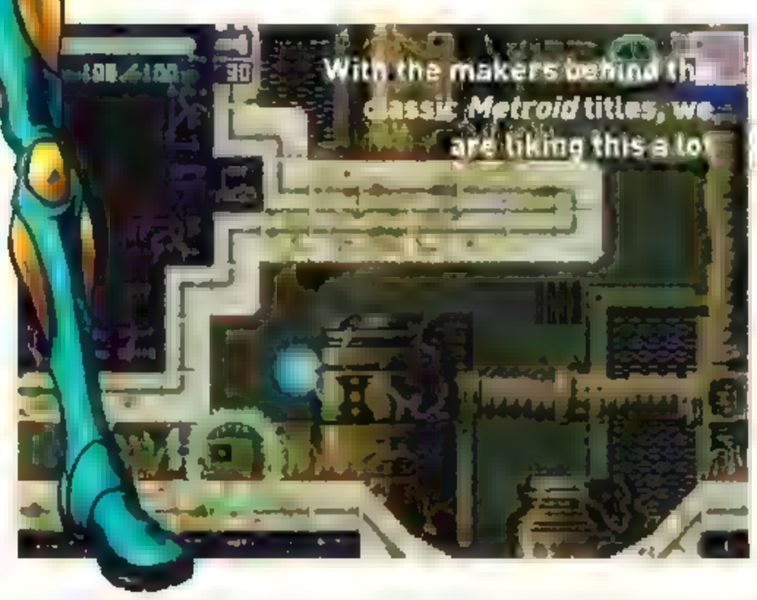
FANS HANKERING AFTER A CLASSIC 2D *METROID* GAME CAN NOW STOP BOMBARDING NINTENDO'S SWITCHBOARD – YOUR PRAYERS HAVE BEEN ANSWERED.

Last month we gave you a little teaser in 10 Hot Games, with a single shot of the brand new *Metroid* game for GBA, and now we're ready to shed more light on what must be one of the most anticipated Game Boy Advance games of all time – especially considering the game is being made by the team responsible for the NES and Super NES *Metroid* titles.

Nintendo are still being decidedly sketchy with concrete details, but after a little digging we can reveal a few more details. The most stunning of these suggests that the playable character might, and we stress, might not be Samus. Apparently the character we assumed to be Samus, but in a different coloured suit, meets a character dressed identically to the classic Samus character.

Other notable nuggets of info regard Samus' moves, with some brand new abilities on board for this version. For instance, Samus can now hang off ledges and grapple up special surfaces. However, new abilities are joined by seasoned regulars like Samus Aran's missile firing arm and being able to absorb the energy of dead enemies.





DISNEY'S MAGICAL QUEST STARRING MICKEY & MINNIE ● GAME BOY ADVANCE ● OUT LATE 2002

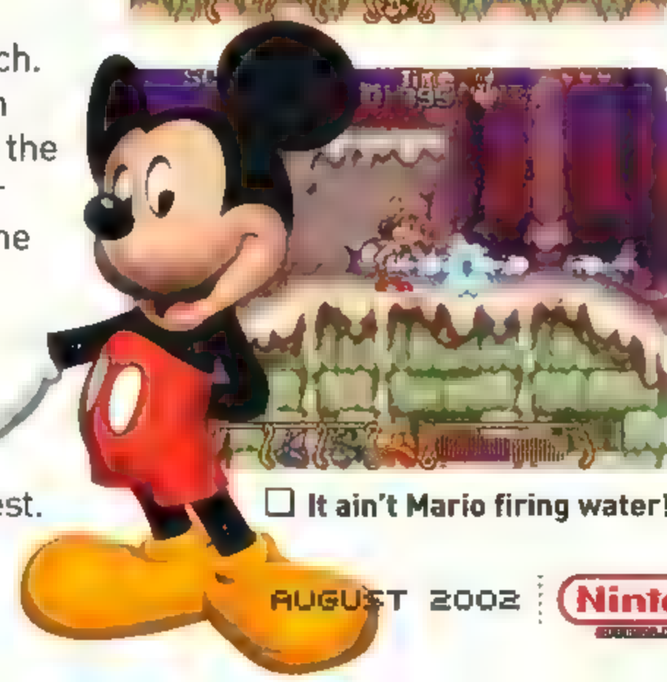
TAKE THE MICKEY

CLASSIC RE-MAKE OF *DISNEY'S MAGICAL QUEST STARRING MICKEY & MINNIE* ON THE WAY.

If you thought the Game Boy Advance was running out of classic Super NES games to plunder, think again because news has reached us of a re-make of one of the cutest and most playable platformers to grace Nintendo's old console.

Disney's Magical Quest Starring Mickey & Minnie is on the way, giving gamers young and old a chance to sample an adventure that sees players taking control of either Mickey or Minnie in a quest to find Pluto who's gone missing after a game of catch.

To do this you'll have to romp through Emperor Pete's evil kingdom, taking on the guise of a fire fighter, mountain climber and a magician, fighting bosses along the way. Interestingly, the game will interact with the forthcoming GameCube title, *Disney's Magical Mirror Starring Mickey Mouse* allowing players to transfer useful items that will help in the handheld quest.



It ain't Mario firing water!

QUESTION
What is the name of Donkey Kong's lovely girlfriend?

KIRBY GBA ● GAME BOY ADVANCE ● OUT TBC

Kirby comes back for more

PINK BALL OF FUN STARS IN BRAND NEW PLATFORM ADVENTURE.

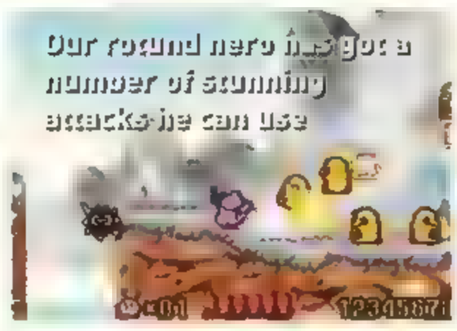
As well as starring in his own TV series, that loveable pink rogue Kirby will be popping up to eat all in his path in this colourful Game Boy Advance adventure, his sixteenth appearance on a Nintendo console.

The game is still early in development but *Kirby GBA* looks like it could be one of the most colourful and fun titles to hit the handheld over the forthcoming months.

Kirby GBA is a side-scrolling 2D platformer with some wonderfully detailed backgrounds and vivid characters. The star of the show is incredibly well animated and ambles along as only Kirby can.

Kirby himself has a number of attacks up his sleeves and as before he gains them by sucking up his enemies and assuming their powers. As you can see from the screenshots, Kirby is able to breathe fire, throw swords, spit stars and even put a plain old brolly to offensive use.

Kirby GBA is set for an autumn release in the US and a European outing shouldn't be too far behind. We'll bring you more game details and screenshots as they come in.


Our round hero has got a number of stunning attacks he can use

Seven sleeping Kirbys, which one will you be?

Armed only with a sword and a fetching hat, Kirby must save the day

This electric attack looks incredibly vicious

Take out the boss with your mighty hammer

Kirby can turn everyday objects into life saving tools

The backgrounds look like they're from a cartoon

MX SUPERFLY ● GAMECUBE ● OUT SEPTEMBER

SUPERFLY GUY

Hoping to buck the trend for decidedly average motocross games and return Nintendo gamers to the heady heights of *Excitebike 64* comes THQ's *MX Superfly*.

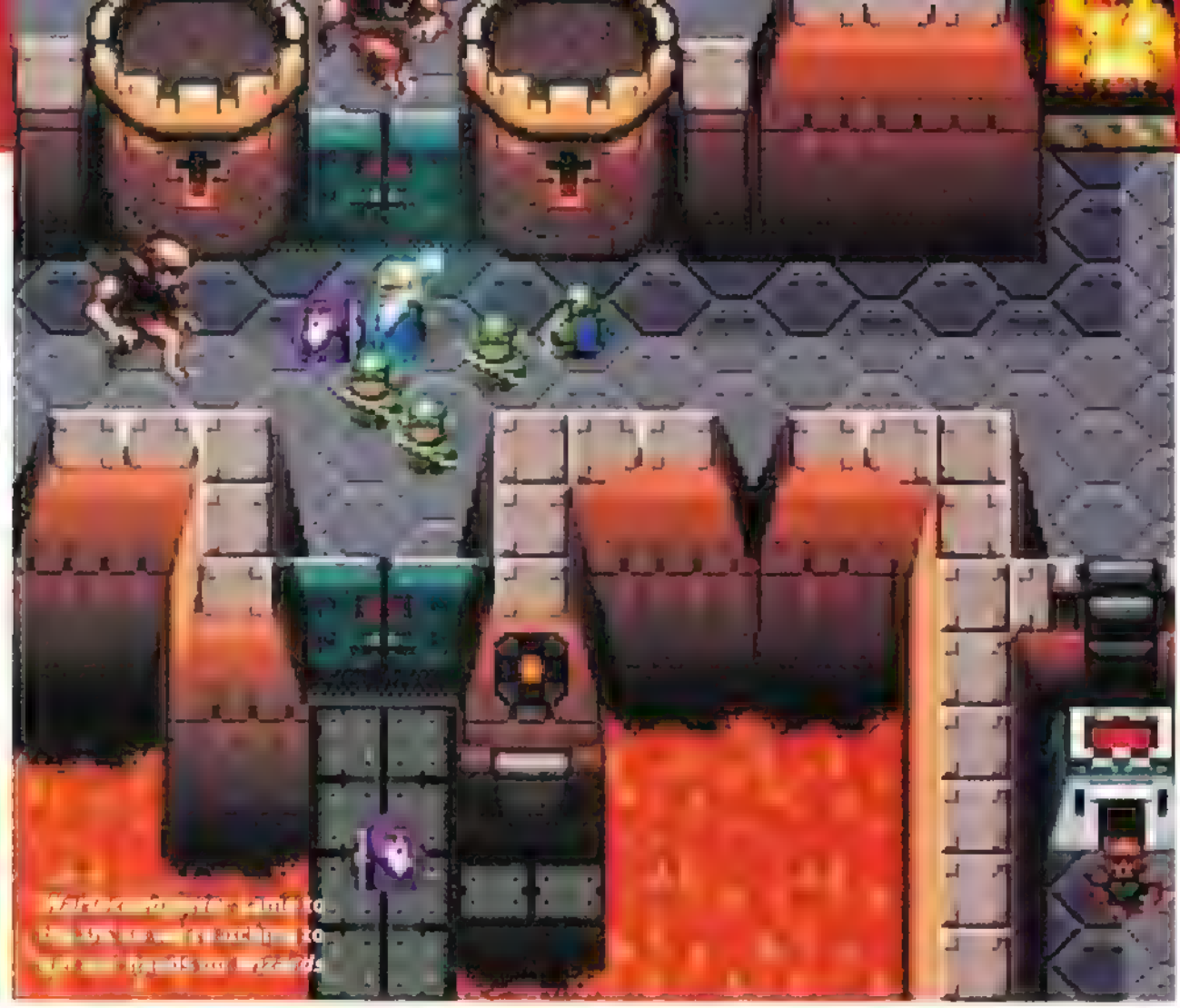
The game features seven-times world champion, Ricky Carmichael, along with 26 other motocross maniacs attempting to master the 25 tracks on offer.

Players can choose to take part in a racing or freestyle career, the former pitting you against the best in the world where your only objective is to get to the finish line first. But in Freestyle mode you've got to pull the sickest tricks and catch some big air to earn enough money to progress.

A healthy number of mini-games have been included for you to get stuck into like delivering pizzas and riding round a golf course. *MX Superfly* looks to be adding a lot of fun to this usually stale genre and we reckon it could be a winner.

Pulling crazy stunts is the only way to progress your freestyle career

Check out the cool Barhop manoeuvre in all its glory. What a show off...



WIZARDS ● GAME BOY ADVANCE ● OUT 2003

UNLEASH THE MAGIC OF GBA

THE FOLLOW UP TO *WARLOCKED* IS ON THE WAY.

More fantasy adventuring is coming to your handheld as *Wizards* sees you marshalling an army of magic wielding warriors to try and defeat the evil forces of Kun-Mara, a powerful sorceress with grand designs on the once peaceful land.

The game mixes real time strategy with puzzle elements and there's the option of fighting either the computer or three human opponents, with some game modes only requiring one game cartridge.

The single player quest will have 30 levels with multiple routes to victory. Players will be able to control armies with up to 100 soldiers and the makers claim some of the most advanced enemy A.I. ever seen in a GBA game. Could be a belter...

You must battle hordes of Kun-Mara's heinous forces in this *Gauntlet* style adventure

Grab the scroll, grab the scroll! You just know there's a clue waiting for you

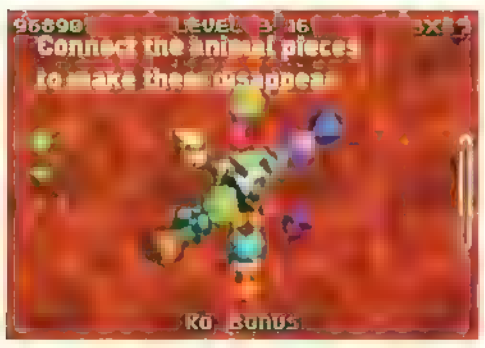
JET RIDERS ● GAME BOY ADVANCE ● OUT LATE 2002

WET AND WILD

JET SKI RACING PREPARES TO MAKE A BIG SPLASH.

It may not boast the same eye popping visuals as *Wave Race: Blue Storm*, but *Jet Riders* aims to have all the ramped up playability of the GameCube jet ski fest.

Currently under production by Bits Studios, *Jet Riders* is a top down jet ski sim that's promising fast, realistic racing action. Players will be able to take control of six professional jet riders and blast around 21 unique courses. There will be a choice of two competitions with basic racing and a stunt competition. A Time Trial mode and a four-player link-up option, which will work with one cart, are also expected.



ZOOCUBE ● GAME BOY ADVANCE ● OUT AUGUST

ZooCube your GBA

Decent Game Boy Advance puzzle games have been thin on the ground lately, but with the imminent release of *ZooCube* things may be about to pick up.

Like many puzzle games, *ZooCube* is a nightmare to describe, despite being a doddle to pick up and play. But we'll have a go nevertheless.

Imagine a six sided cube floating in space and being able to rotate it freely. Now add in a wide variety of animal shapes flying towards the cube from six different angles. The pieces will stick to the cube and it's your mission to remove them by joining together similar pieces. In addition to this mad mix, special power-ups will destroy certain pieces.

From our recent playtest we're tipping this to have that elusive ingredient that all successful puzzle games need with easy controls and enough variety to keep you plugging away.

Our only concern was the manipulation of the cube which we occasionally found was too difficult to do accurately. Let's hope this is sorted before it hits the shops.

ANSWER

DK's lady is none other than the luscious Candy Kong.

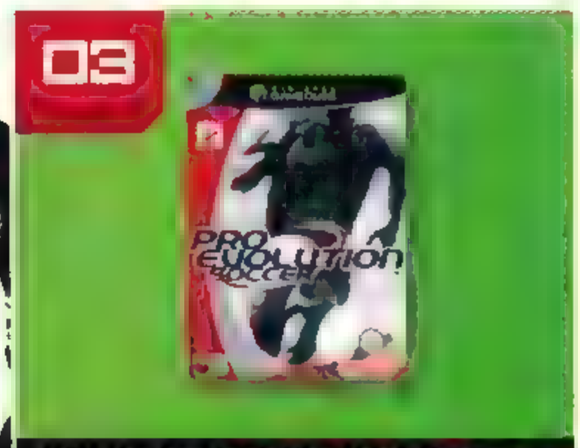
In *DK64* she gave each Kong a musical instrument.

10 HOT GAMES YOU'LL BE PLAYING THIS TIME NEXT YEAR

THINK OF THIS AS YOUR EARLY WARNING GAMES RADAR, AS IT'S FULL OF THE HOTTEST FUTURE GAMECUBE AND GAME BOY ADVANCE TITLES

Prepare for more crazy high speed city racing in *Point of Impact*

Will Link be a *Soul Calibur* fighter?



Will the box look like this? Hmmm...

Power up your lightsabre and prepare for battle in *Jedi Knight II*

OUT: **2003**

01. BURNOUT 2: POINT OF IMPACT

Due for release some time early next year, the follow up to the original *Burnout* promises to improve on every aspect of the original. There will be six all new locations, taking in Los Angeles, the Rocky Mountains, New Mexico and an airport. Racers will be able to take the wheel of 14 new vehicles, including police cars and hot rods, and take part in new options, including Pursuit which sees you trying to outrun the rozzers.

OUT: **2003**

02. SOUL CALIBUR 2

By the time you're reading this the new arcade version of the super brawler will be in arcades the length and breadth of Japan, with a European release planned for next year. But what has got us in a spin is the persistent rumour of a playable Link in the GameCube version of the game. We stress nothing official has been announced, but the whispers we've heard have come from very high up. Mum's the word.

OUT: **2003**

03. PRO EVOLUTION SOCCER 2

The latest PS2 installment in the *Pro Evolution* series chalked up sales of over a million in its first eight weeks on sale in Japan, and the simulation based footy fest looks like it will be coming to GameCube. Although no official announcement has been made we've heard from various sources that it is on the way to GameCube, with a possible release towards the end of this year, or early next.

OUT: **LATE 2002**

04. JEDI KNIGHT II: JEDI OUTCAST

Already a runaway PC hit, the *Star Wars* action adventure is coming to GameCube. Nintendo fans will get the chance to take on the role of Kyle Katarn, a once powerful Jedi, who's struggling to cope with the awesome power of the Force. We're expect great things from this because, Vicarious Visions, the team charged with the GameCube version, has a great reputation having already worked on *Tony Hawk's Pro Skater 3*.

OUT: **LATE 2002**

05. HARRY POTTER

Under production by the coders behind *TWINE*, much is expected from *The Chamber of Secrets*. Based around J.K. Rowling's second book, the adventure is expected to closely mirror the book, so expect flying cars and a dark, twisting plot against Harry's Mudblood class mates. There will also be a smattering of authentic *Harry Potter* mini-games, like a game of de-gnoming the Weasley's garden and a stab at Professor Lockhart's Duelling Club. Looks like great fun.

OUT: **2003**

06. PROJECT BG&E

God only knows what the title means. What we do know though is that this is the latest offering from the man who brought us the *Rayman* series. Games genius Michael Ancel is remaining tight lipped about specifics, but our hunch is the game is an action adventure following the exploits of a feisty female investigative reporter who's using her camera to blow open a massive conspiracy. Right or wrong, the shots released so far show immense promise. This is one game worth keeping an eye on.

Harry and pals will be casting a spell later this year

OUT: **2003**

07. HARVEST MOON: A WONDERFUL LIFE

Harvest Moon games have rightly garnered a cult following with its open ended gameplay that sees you take control of a farm, with every aspect of your subsequent life left entirely in the hands of the player as you try and build a living off the land. You can marry, raise a family, or become a grouchy hermit – the choice is yours. GameCube owners can look forward to playing the latest *Harvest Moon* title some time next year.

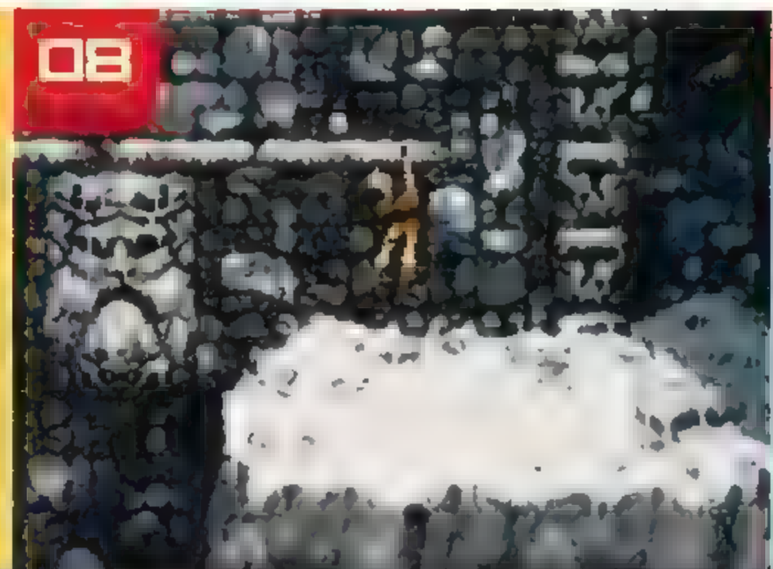
OUT: **LATE 2002**

08. TOMB RAIDER: THE PROPHECY

Nothing is known about this game at the present time, but we've bagged an exclusive Game Boy Advance screenshot showing you what Lara Croft does best – adventuring. We do know the game has been pencilled in for a Christmas release and we're just hoping it will be the kind of gaming revelation the Game Boy Color *Tomb Raider* games have been over the last couple of years. Expect more on Lara Croft's new quest over the next couple of months.

The dude behind Rayman is now working on *Project BG&E*

Prepare to scatter the good seeds on the land


Lara Croft is getting her hands on GBA. Nice!

Fox will star in yet another GameCube title

Look at *Splinter Cell*'s gorgeous GameCube fire effects

OUT: **2003**

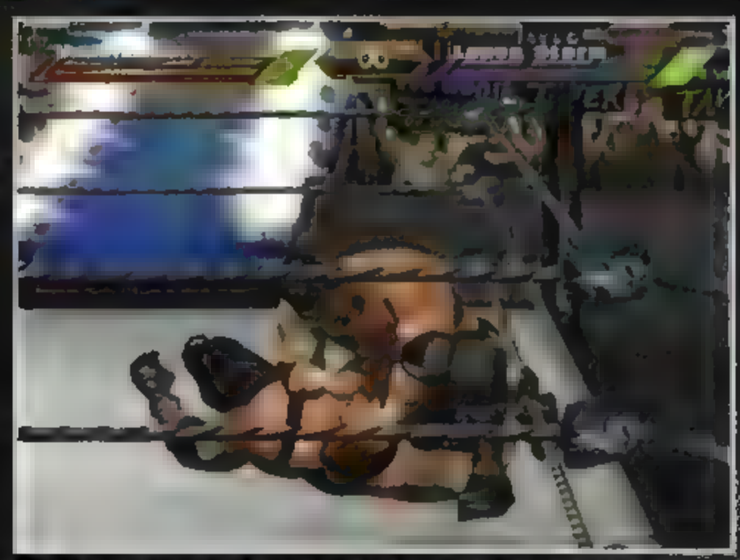
09. STARFOX

Not the version currently receiving finishing touches by Rare, but a brand new GameCube space blaster being made by the coders at Namco. Set in space, this promises to be a no nonsense shooter starring Fox McCloud and his famous Arwing. Namco are also developing an arcade StarFox game, as part of Nintendo's agreement with Sega and Namco. At this stage it isn't known whether this will be a straight port of the arcade project, or an entirely new game, so we'll just have to wait and see.

OUT: **2003**

10. TOM CLANCEY'S SPLINTER CELL

Tom Clancey's books have proved to be the inspiration for some excellent movies with *Patriot Games, Clear and Present Danger* and some equally good games like *Rainbow Six*. Now GameCube is to get a Clancey-based spy adventure in the guise of *Splinter Cell* and the title promises to be a third person adventure where players take control of Sam Fisher, a member of a shadowy black ops organisation called the Third Echelon, who is fighting to halt a nasty terrorist organisation.



The action is faster, slicker and altogether better looking than previous Nintendo grapplers

Trademark moves abound and this time they look even more authentic on GameCube

WWE WRESTLEMA

The name may have changed, but the action's just as intense and looking all the better for the move to GameCube. Ready to rumble...?

http://www.thq.com

WWE Wrestlemania X8 is THQ's exclusive GameCube wrestle fest, featuring 42 of the world's meanest grapplers and six of the biggest arenas. It also boasts a roll call of game modes that puts most sports titles to shame and we've bagged the UK exclusive to tell you all about it.

Release: **October**

Developer **THQ**

Game Genre **Wrestling sim**

It's been a turbulent time for the world of wrestling as a giant panda robbed them of an F, and made them take on an E. Despite this it's been business as usual, with all the intrigue, unlikely alliances and riotous plots that make the squared circle so compelling.

And in between all the high court wrangling THQ has been busy working on the follow up to *WWF No Mercy*, which most grapple fans will agree was the N64's finest wrestling moment. And now at long last, after months of quite sickening whinging and begging, the coders at THQ have relented and allowed *Nintendo Official Magazine* an exclusive hands on playtest with *WWE Wrestlemania X8*.

Right from the start we should 'fess up and say this isn't a direct follow-up to *WWF No Mercy*. This is a new game from the ground up with gameplay more akin to the PlayStation *Smackdown!* titles with a less complicated grappling system when compared to *WWF No Mercy* and an emphasis on well timed reversals and counters, making for a fast paced wrestling experience. Wrestling fans will either view this as a good or bad thing, depending on how you like your wrestling games served, but remember, a change is as good as a rest, so with that in mind, here's the deal...

RVD looked scared stiff as Hulk hogan crept up from behind

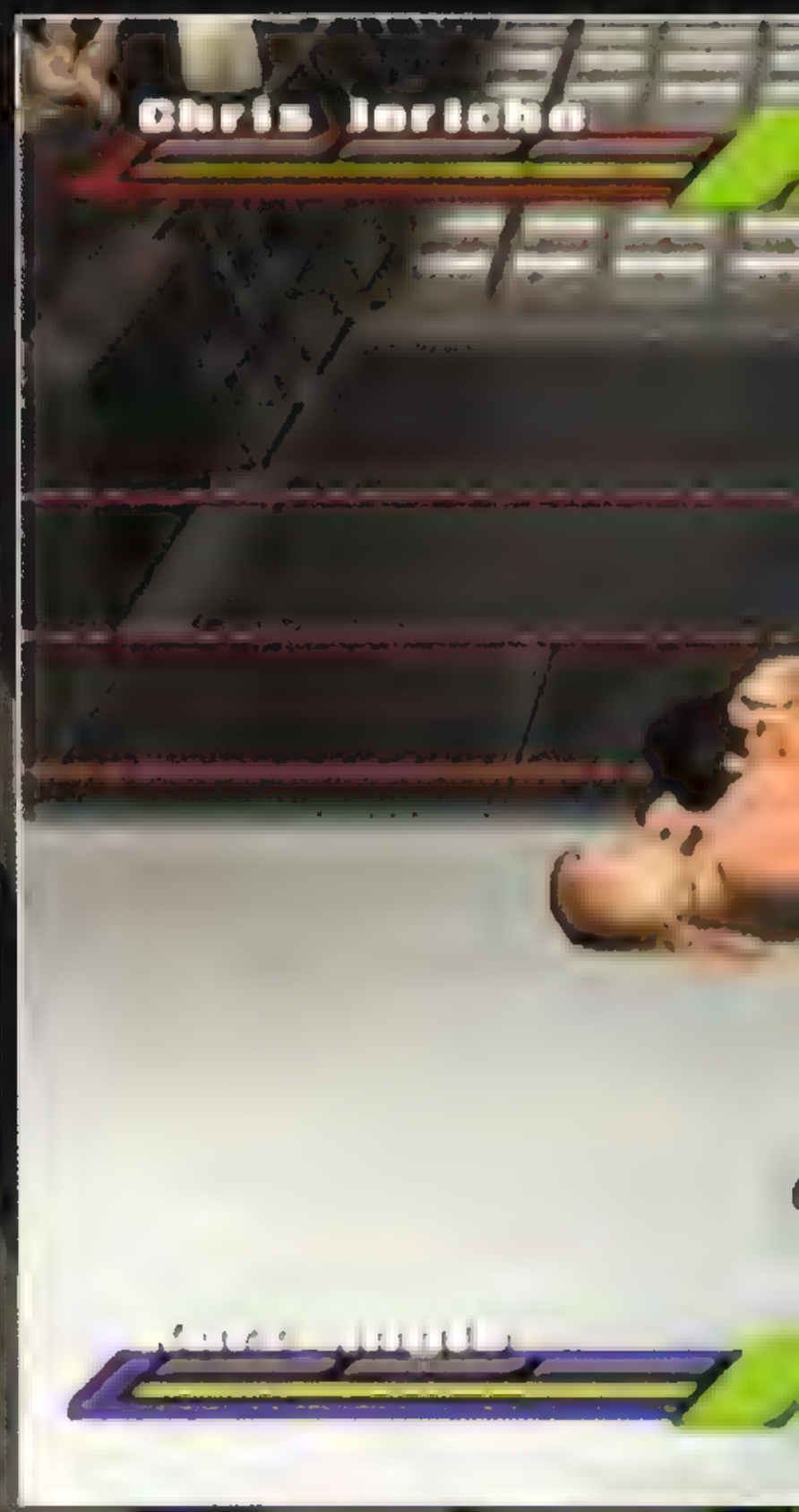
Nintendo
NIA X8

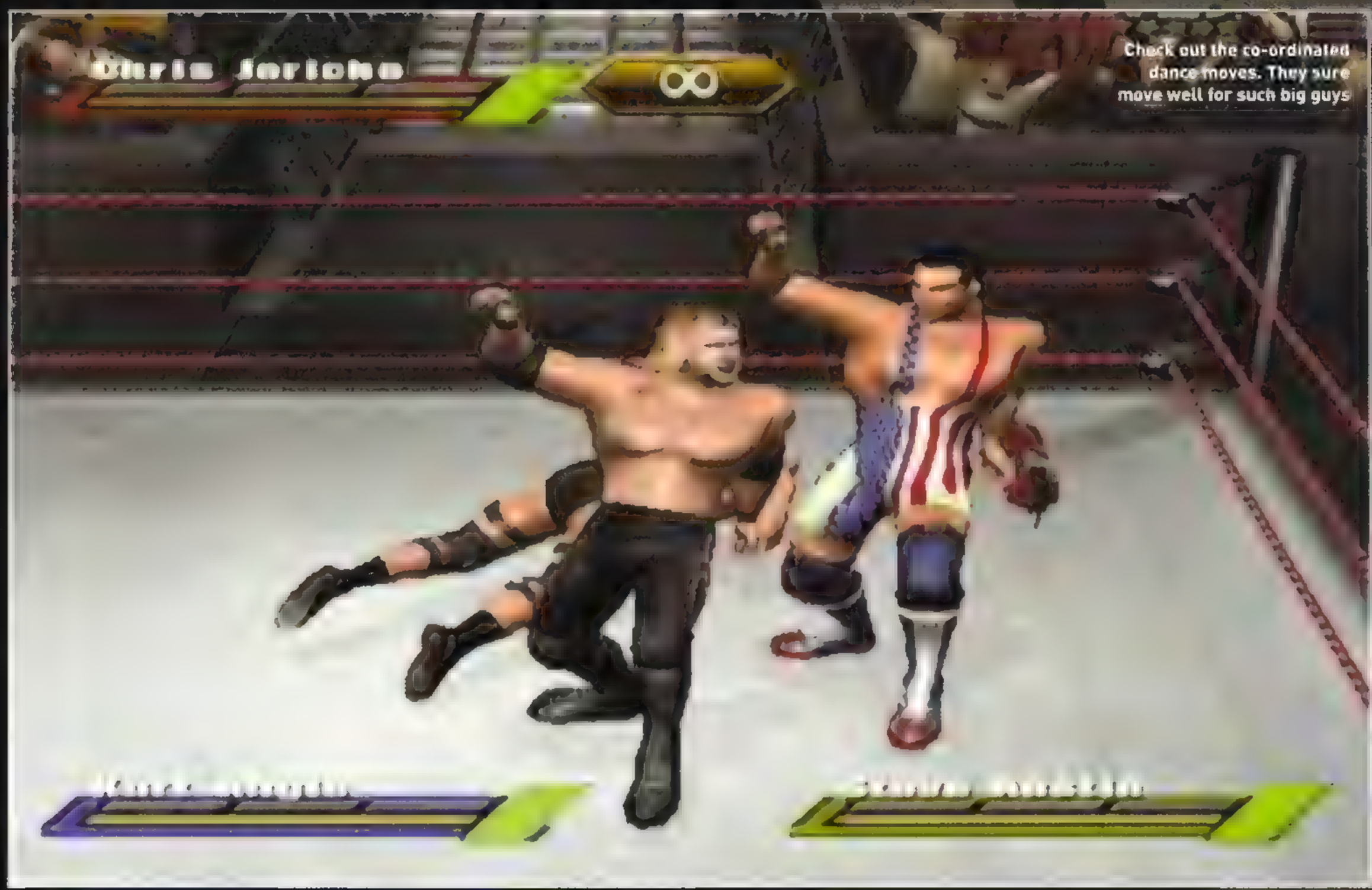
WWE Wrestlemania X8 is exclusive to Nintendo GameCube and on the tiny console's disc you'll find 42 of the hottest WWE superstars, along with six authentic wrestling arenas and a feast of gameplay modes, not to mention an over hauled Create-A-Superstar section and a selection of hidden goodies.

It's a steady leap from *WWF No Mercy* and a tidy reminder of how games like *WWE Wrestlemania X8* benefit from added graphical clout, because slowly but surely WWE games are becoming more realistic and for players who want to feel like they're The Rock this has got to be a good thing.

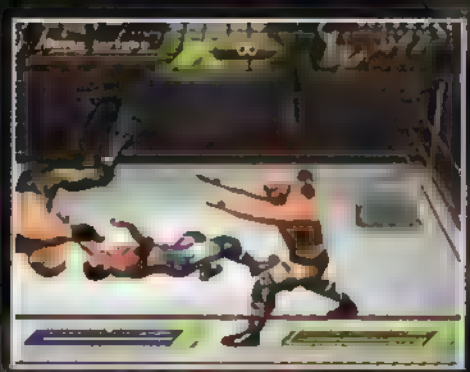
The game's visual boost is evident right from the beginning as each grappler makes their grand entrance. The developers have really strived for authenticity even down to details like the Undertaker riding his motorbike and Hulk Hogan playing air guitar and the wrestlers look much more solid, with improved facial detail and a more convincing skin texture that shows every bulging muscle. It's all accompanied by a booming soundtrack, featuring many of the

The arenas are bigger and more authentic than ever

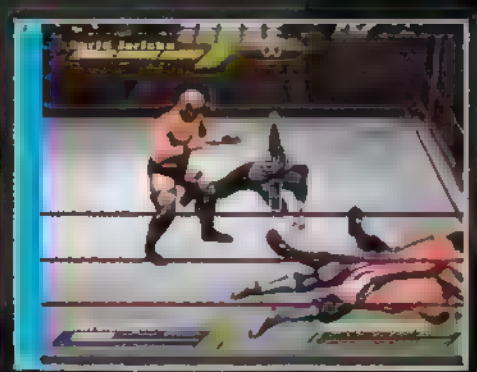




Check out the co-ordinated dance moves. They sure move well for such big guys



Stone Cold Steve Austin may have left WWE, but his skills remain



Unfortunately there isn't a fight commentary in the game

* * * * * * * * *

IF A GIRL ASKED TO JOIN YOUR GAME OF FOOTBALL, WOULD YOU:

* * * * * * * * *

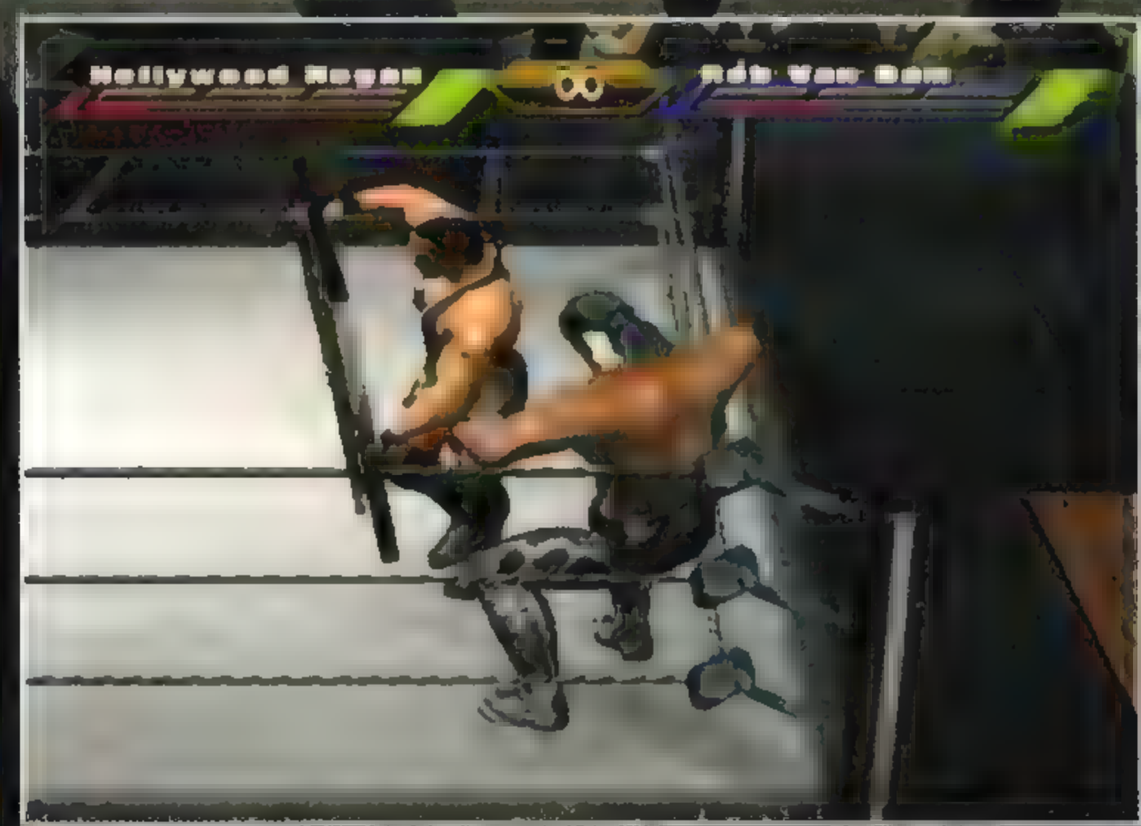
LAUGH AND TELL HER TO GET LOST? TURN TO PAGE 49

* * * * OR * * * *

STICK HER UP FRONT AND SEE HOW GOOD SHE IS? TURN TO PAGE 53

NEW THINKING
NEW DRINKING

How about a Fatal 4 Way mash up to get you in the mood



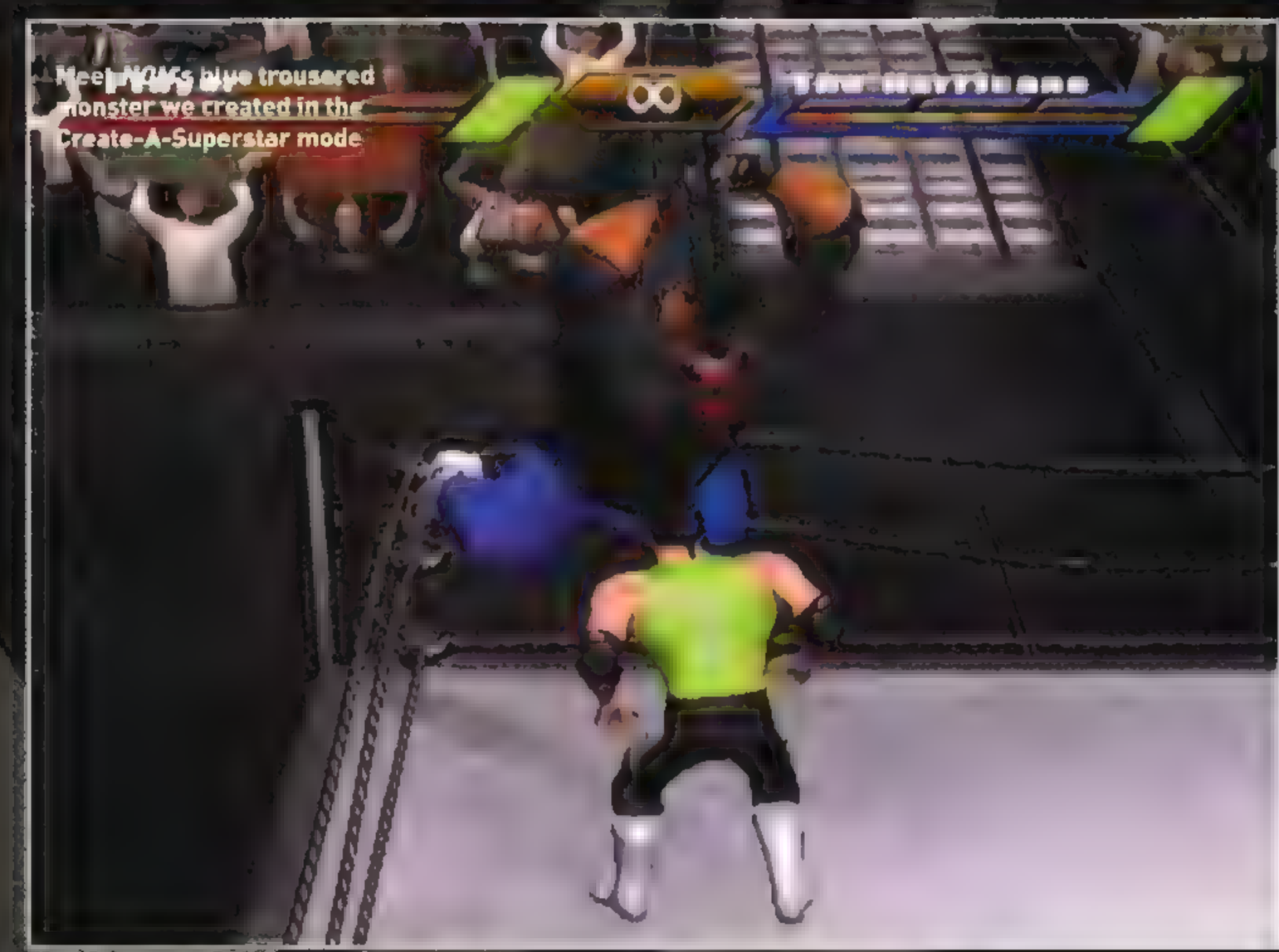
Weapons are back and can be wielded in a more realistic manner

tunes used by WWE superstars for their entrances and a hail of camera flashes, fireworks and sweeping spotlights with huge TV screens blaring out video clips from real WWE events. Nothing has been left out.

The six arenas in the game are modelled on the real thing and look more ambitious than previous Nintendo wrestling games with a greater sense of scale and drama. You can see far off camera flashes in the upper tiers and hazy lights breaking through the misty upper reaches of the arenas, giving each player the feeling of grappling in a giant arena. Expect to see the likes of Smackdown!, RAW, Summer Slam, Wrestlemania, Survivor and Royal Rumble, plus a couple of hidden wrestling locations.

As for wrestling talent, *WWE Wrestlemania X8* comes loaded with a galaxy of the world's biggest wrestling stars, encompassing seasoned regulars and the pick of the newest talent. Because we know all you WWE fans will want to know who they all are, we're even going to name the whole roster just for you: The Rock, Steve Austin, Undertaker, Triple H, Kurt Angle, Chris Jericho, Kane, Rikishi, Kevin Nash, Scott Hall, Hulk Hogan, Rob Van Dam, Booker T, Edge, Christian, Jeff Hardy, Matt Hardy, Lita, Bubba Ray Dudley, D-Von Dudley, Test, William Regal, Lance Storm, Tazz, Albert, Scotty 2 Hotty, Mighty Molly,

This is the screen every WWE fan will want to see. Please big it up for Kane, he was awesome in that hardcore match-up



Meet NWO's blue trousered monster we created in the Create-A-Superstar mode

The Hurricane, Jacqueline, Faaroog, Bradshaw, Tajiri, Big Show, Trish Stratus, Shane McMahon, Stephanie McMahon, Raven, Rhyno, Rick Flair, Stacy Keibler and Vince McMahon. Check us out!

Not a bad roster we're sure you'll agree, especially with the introduction of NWO stars like Hulk Hogan and new boys like Rhyno, The Hurricane and Scott Hall. But if you thought the roll call was impressive, just wait until you see the quite spectacular array of ways in which to play as the coders have really gone that extra mile to bring wrestling fans an exhaustive selection of grappling options which should keep even the most hardcore fans happy for months.

As you'd expect, *WWE Wrestlemania X8* comes with a bog standard Exhibition mode, which allows you to dip in and out of the various match types, giving you the chance to hone your skills before you take on one of the game's meatier challenges.

The first of these harder modes is Path of a Champion, the game's equivalent of a Career mode. The main difference here

"If you thought the roll call was impressive, just wait until you see the quite spectacular array of ways in which to play."

To settle a table match you need to smash your WWE opponent through the table

Like the shirt, dig the tie, but the cycling shorts will just have to go, as will the beard

though is that there are six specific belts at stake, ranging from Light Heavyweight all the way up to the hardcore challenge of the Heavyweight title. The route to glory for each and every title is random, so every time you attempt to win a championship belt you'll not only have to overcome a different set of wrestlers but you'll encounter different types of matches. It's worth noting that there are six hidden wrestlers to unlock through this mode, which makes one for each belt you claim.

The second gameplay mode is Battle for the Belts. This is a chance to fight for 51 entirely fictitious belts, all of which can be customised, allowing you to create all manner of crazy wrestling titles. The belts are graded according to difficulty, starting with Easy, working up to the self explanatory Painful setting.

But what's got our wrestling juices flowing is the option to load up any belts you've won onto a memory card and go up against a human opponent, with the winner taking the belt and the bragging privileges. This should make for some titanic battles between mates and offer up some serious multiplayer replay value into the bargain.

Also on hand to bolster the game's replay value are the different match ups, with a

The trick to winning a Table Match is manoeuvring your opponent towards the table

Look at the size of that brute, he'll rip your arm off. The Hurricane is just too lightweight for our superstar

Never one to shy away from the limelight or miss an opportunity to blow his own trumpet

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Cute characters.
Nasty injuries.

Life's a game

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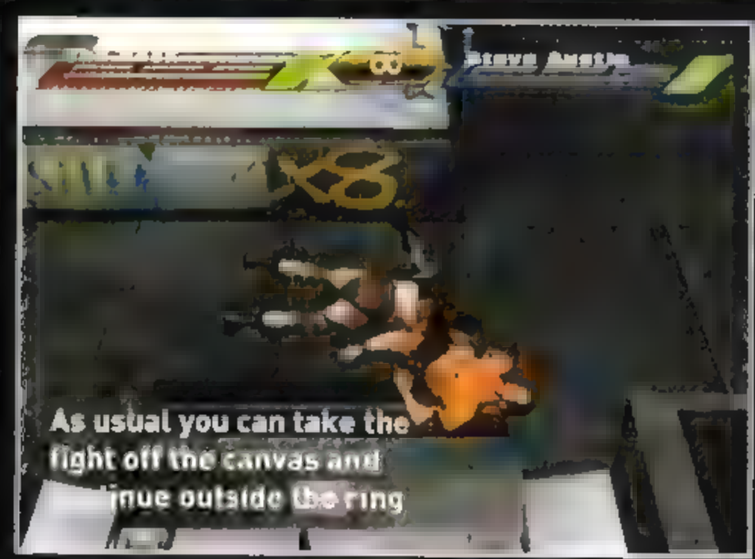
choice of seven combinations.

The first is a straight one-on-one rumble, but you can choose Tag for two-on-two action or go for a Handicap match, with two superstars squaring up against a lone grappler, with the choice of whether you're the brave loner left up to you. If you want complete chaos and confusion you could always decide on a three or four player free for all with the first to beat an opponent declared the winner.

Then there's the even tastier challenge of a Battle Royal where players are charged with defeating all three opponents. For the true WWE connoisseur though there's Royal Rumble with up to 30 wrestlers competing in a contest, where winning is a matter of propelling rivals out of the ring.

Once players decide what kind of match

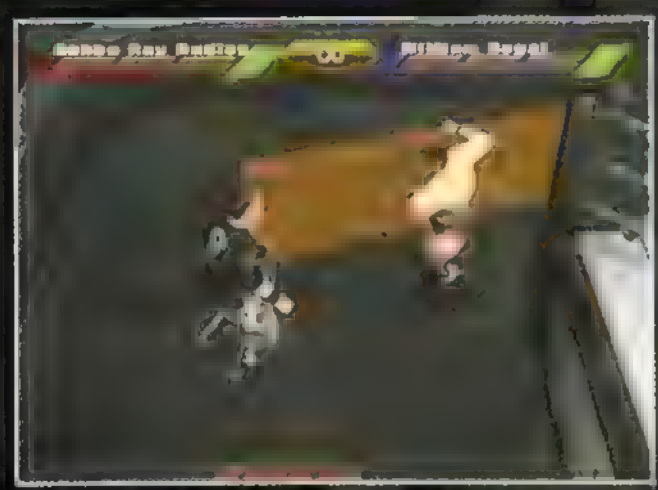


As usual you can take the fight off the canvas and continue outside the ring

"For the WWE Connoisseur there's Royal Rumble with up to 30 wrestlers competing and where it's a matter of propelling rivals out of the ring."

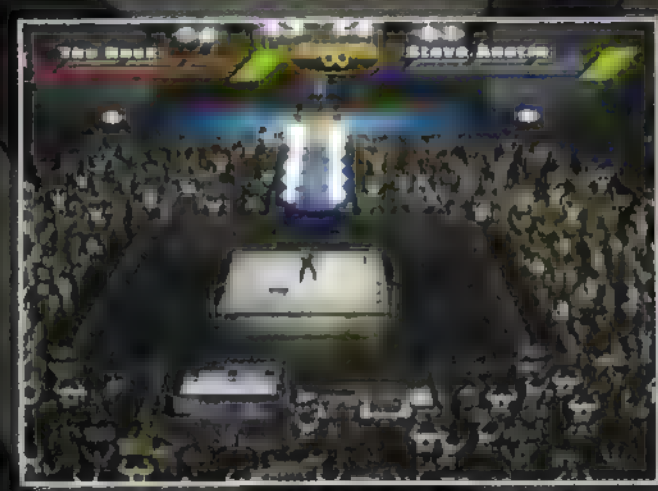
There's nothing like seeing them almost reach the top before you knock them off. How we laughed

For some reason Test was reluctant to take a seat, not that Booker T was taking no for an answer



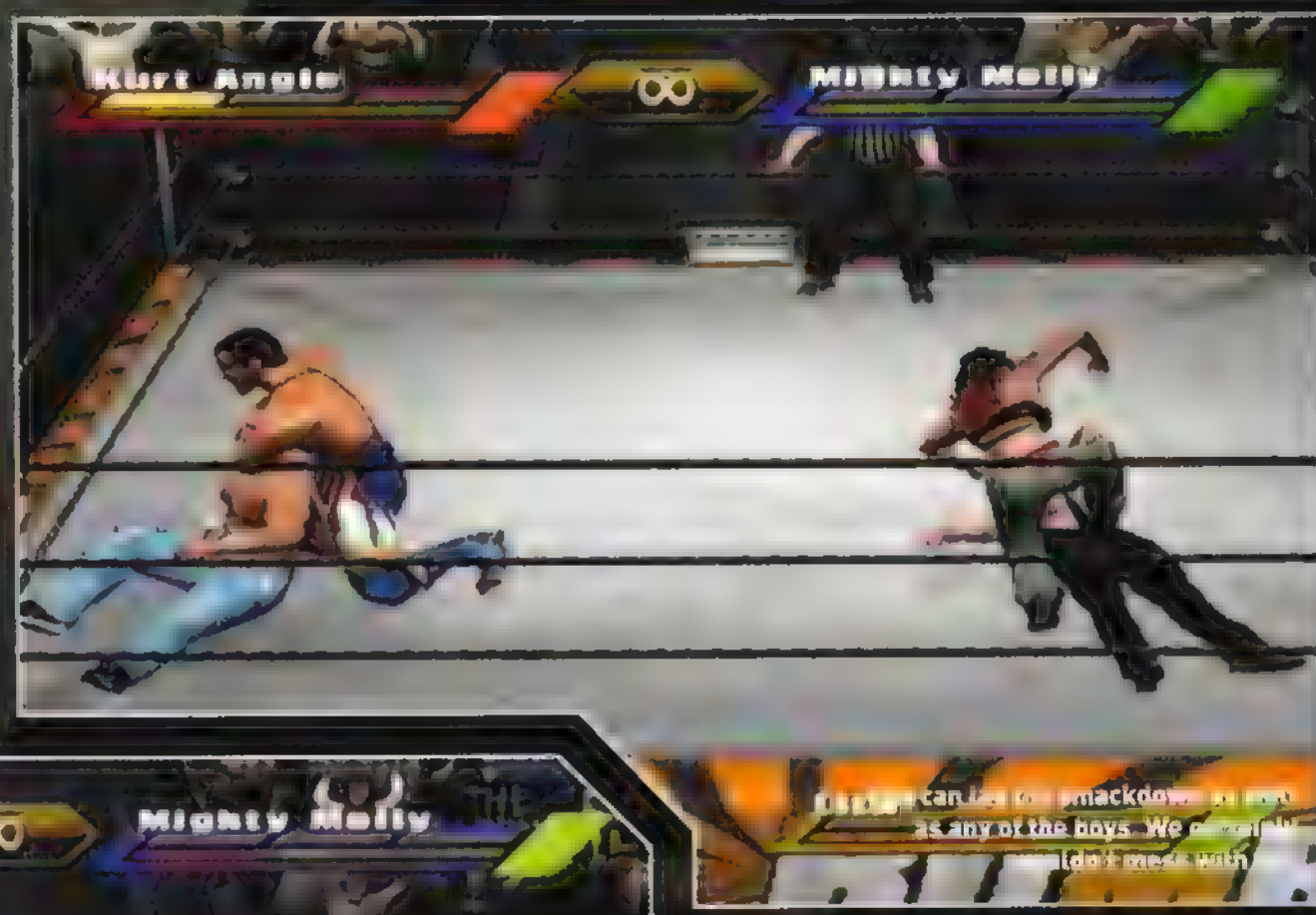
Tables are unwieldy weapons to use and open you up to attack, so handle with care

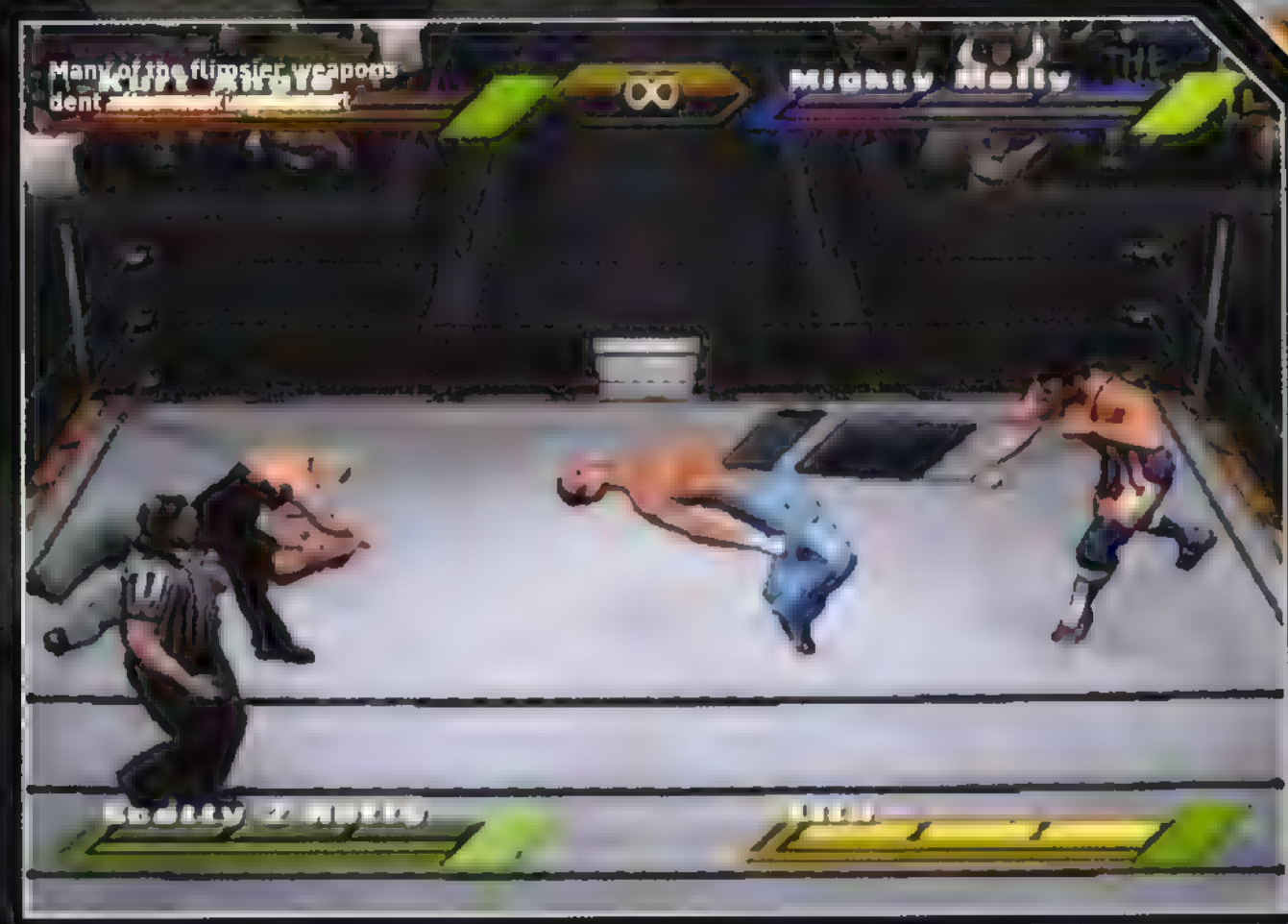
Camera flashes can be seen all over the huge wrestling arenas and placards urge on the stars



Hundreds of grapple maniacs gather to show support and create that special WWE atmosphere

The huge video screen mirrors the wrestling action, which we think is rather cool



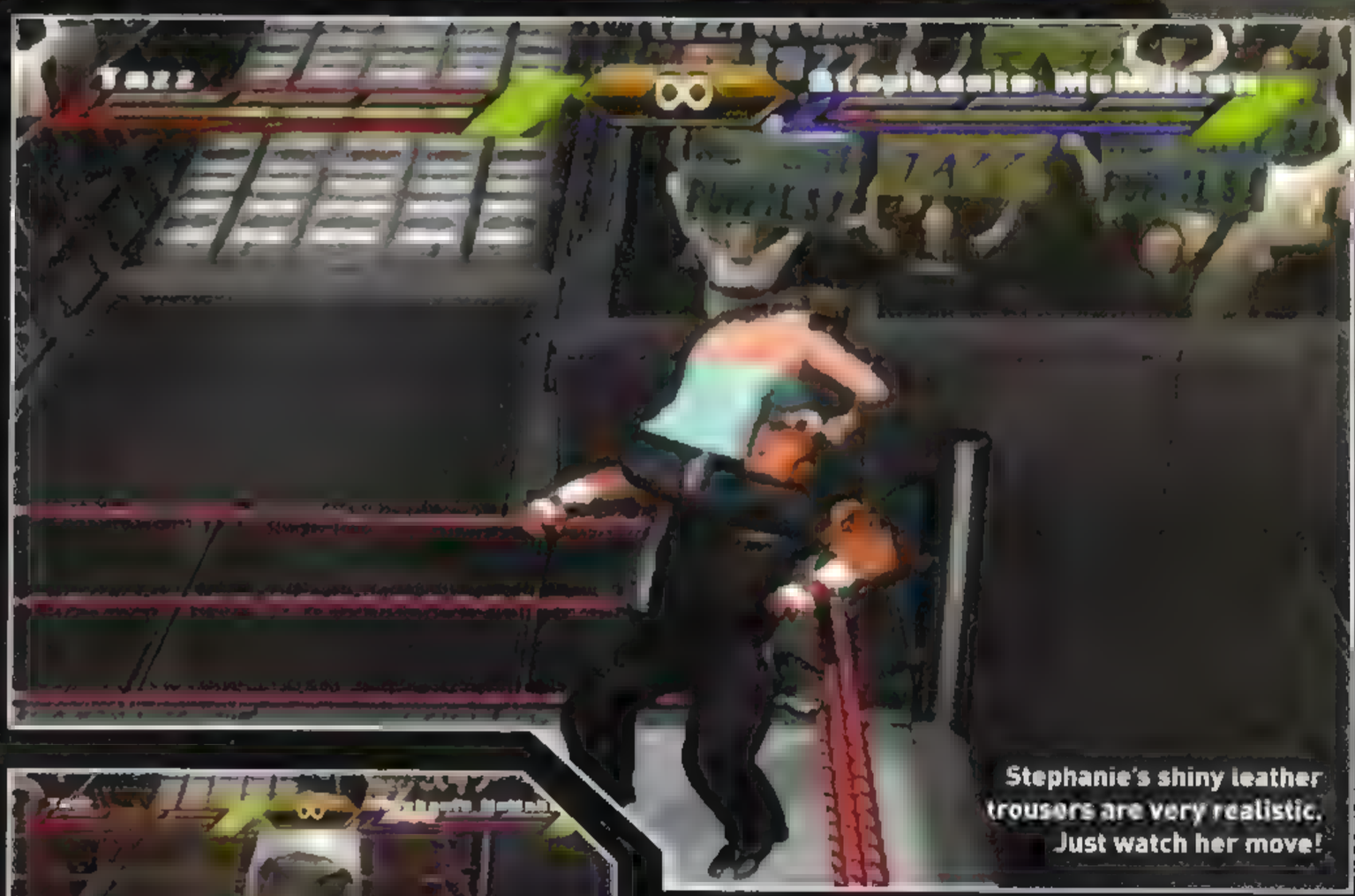


Many of the flimsier weapons dent after each impact

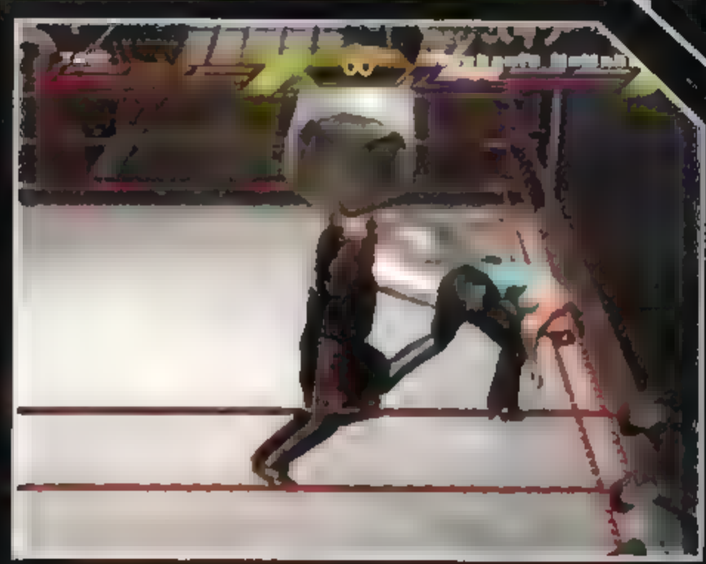
up they're after it's time to choose one of the eight types of matches, again showing *WWE Wrestlemania X8*'s impressive range of features and you'll be pleased to learn that all the classic rucks are in here.

For starters, there's Hardcore Match with its anything goes attitude, the Cage Match with its escape at all costs mayhem and Hell in a Cell where you've got to throw an opponent through the roof. Joining these is Ladder Match, where climbing a ladder to claim a belt is the only route to victory and Table Match that's decided by smashing your opponent through a table. In addition to all these, Ironman Match is a challenge to see how many times you can pin your opponent within a time limit while a TLC Match is a true scrap fest with tables, ladders and chairs, with ultimate victory down to

Stephanie has, dare we say it, got a bit of a spare tyre in this game. Bet she likes that!



Stephanie's shiny leather trousers are very realistic. Just watch her move!



Trash cans crumple in a satisfying way, while the chair makes a great sound on impact

Some of the character models are too chunky

whether you can make it up the ladder before your opponents.

As we said before the game plays very differently to *WWF No Mercy*. The players in *WWE Wrestlemania X8* appear more twitchy and move a little quicker, while gameplay is more focused on countering attacks, making for bouts where the balance of power shifts from one player to the next.

Countering a weapon or striking attack is a case of pressing R just before an attack is about to make contact. Likewise, evading a grapple move means pressing L at the right time. You can even counter a finishing move by pressing both of the shoulder buttons just before your opponent attacks.

All this countering really does make for

Four the quest, four the battle, four adventure.

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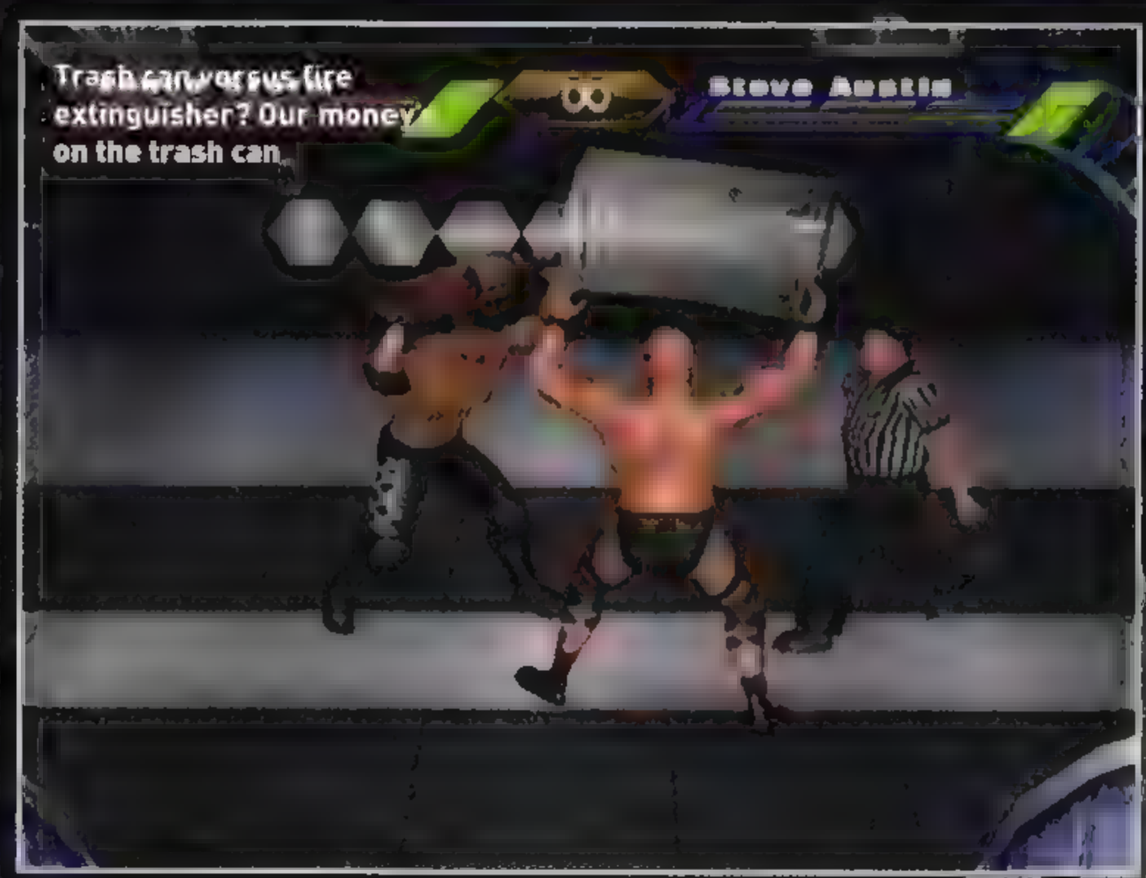


Each entrance benefits from improved lighting

Every wrestler has their own signature music

Make sure your rival is out cold before climbing

some fraught grappling as just when you think you've gained the upper hand your opponent will pull off a quick counter and before you know it you're on the deck hearing the famous count out.

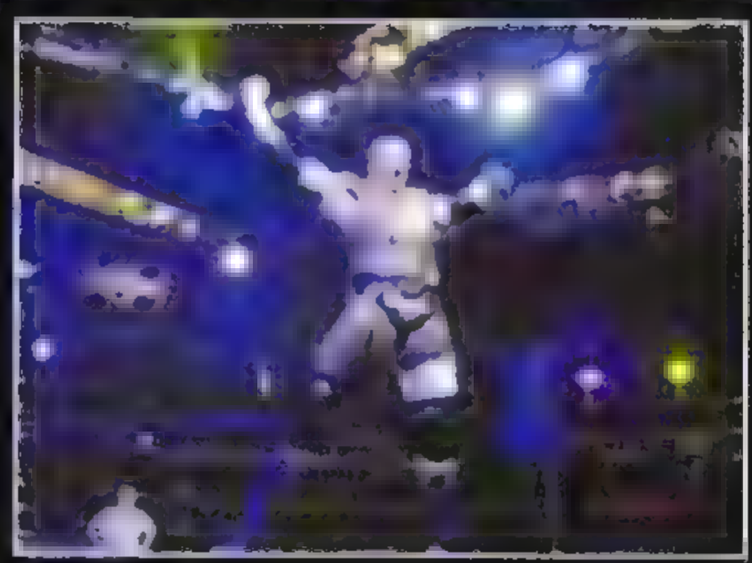
Grapple moves are handled by the GameCube's massive A button, with the type of grapple executed dependant on where you place the 3D Stick. There are five facing grapples and five rear grapples along with a few miscellaneous moves, and again the emphasis is on well timed attacks. You can evade an attack before wading in with a grapple by using the A button and X.

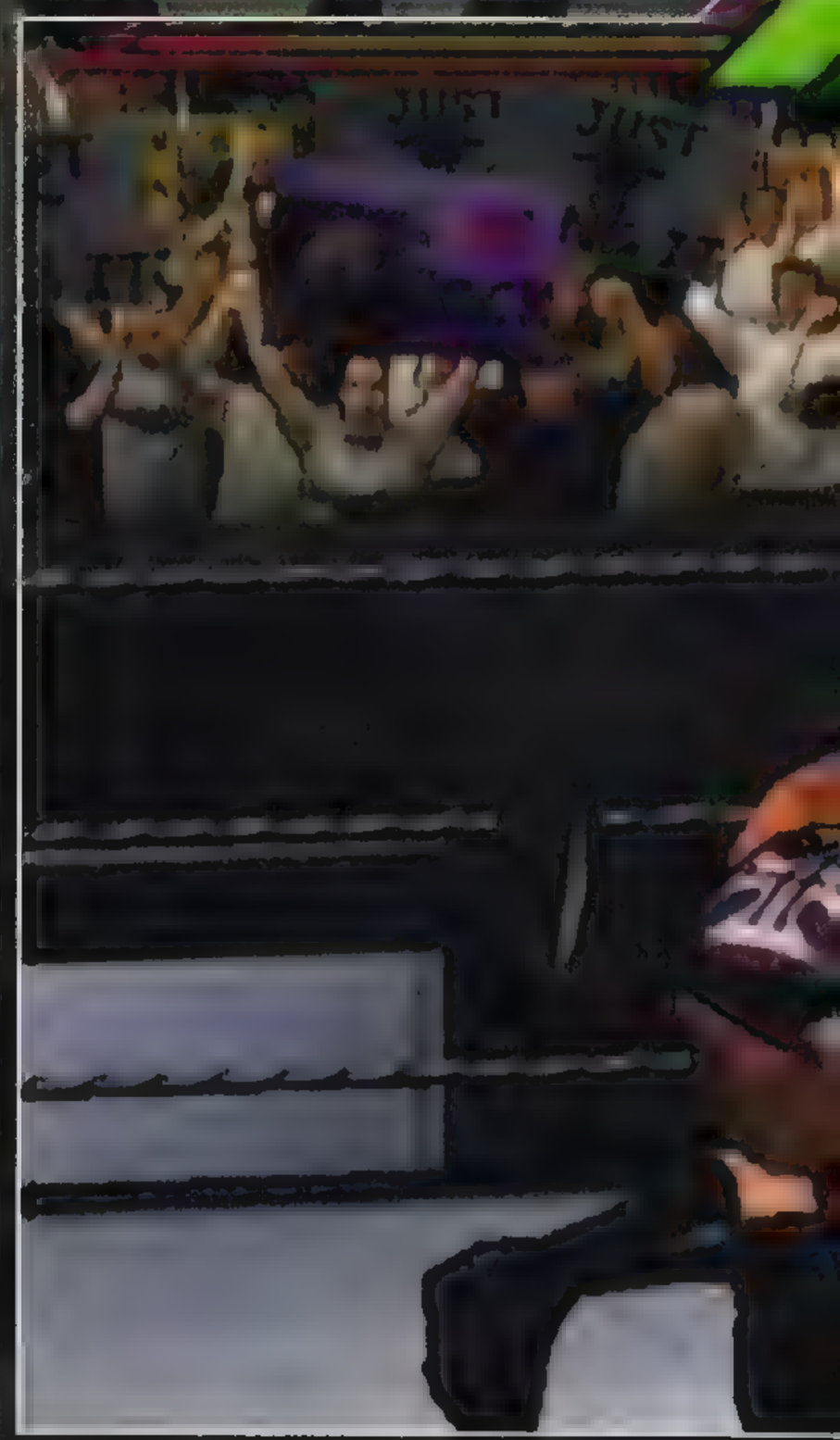
Striking an opponent is done with the B button, while unleashing an Irish Whip can be done by combining the A and Y buttons. Climbing on the turnbuckle and leaving and entering the ring is dealt with by the X button, while pressing A and B performs a finishing move. In addition, the yellow C-Stick allows players to switch focus in bouts with more than two fighters and Y makes your wrestler run.

The biggest change to the fighting system comes via the Adrenaline and Spirit Meters. By successfully inflicting damage on an opponent you'll gradually fill up the Adrenaline Meter, which illuminates a yellow light once full. Up to three lights can be activated and each one allows you to perform a finishing move, though it's up to players whether they use them straightaway or wait until their opponent is on their last legs before moving in for the finish.

You'll know whether your opponent is ready for a finishing move by keeping an eye on the ever present Spirit Meter. Instead of being yellow, this meter starts green, indicating your status is normal. By pummelling your opponent it will gradually turn red, while a well beaten grappler's meter will remain blue. The perfect time to perform a finishing move is when your Spirit Meter is red and your opponent's is blue. Talking of finishing moves, all the featured superstars have their trademark moves, too.

WWE Wrestlemania X8 comes with a Create-A-Wrestler feature and as you'd expect there are many ways to alter your creation's appearance, with the usual assortment of hands, bodies, legs, heads, hair, clothes and tattoos to choose from. But joining the list of options are two fresh ideas that should add depth to the proceedings.


This GameCube WWE title even has live action footage on display to whet your appetite



"All in all *WWE Wrestlemania X8* is shaping up to be a very worthwhile wrestling game, with the accent on arcade style gameplay."

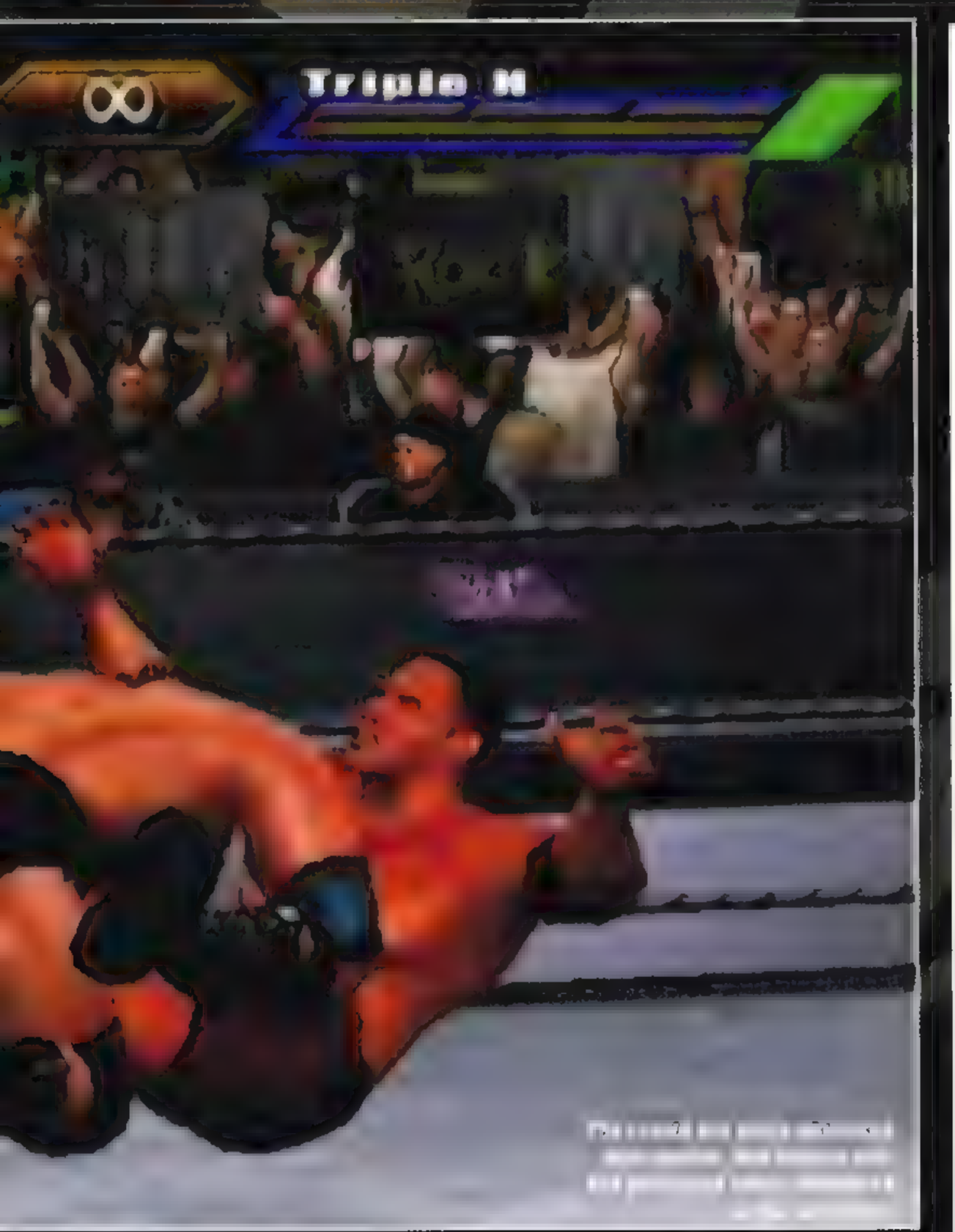
Undertaker looks very cool on his motorbike

The first is an area to alter your wrestler's grappling ability. It's possible to tweak their basic attributes, so you can increase their endurance at the expense of agility or opt to improve their strength over recovery.

Likewise, defensive and offensive attributes can be altered depending on what kind of wrestler you want to create. There's also the chance to alter the fighting style of a wrestler you're planning to use as a computer controlled opponent. This is useful for honing your moves against specific types of opponents, whether they're kings of submission or dab hands at performing flying moves from the turnbuckle.

All in all *WWE Wrestlemania X8* is shaping up to be a very worthwhile GameCube wrestling game when it arrives in October, with the accent on fast paced arcade gameplay that's centred around expertly timed counters and finishing moves. With a deluge of grappling options and over 40 wrestlers to choose from, it really is a jaw dropping start to WWE's life on Nintendo's awesome new home console.

After playing the game we'd also have to say that this is a WWE title pitched firmly at multiplayer gaming, with the best of the action coming when you hook up with human rivals, especially with the promising Battle for the Belts. **Rich Marsh**



ETERNAL DARKNESS: SANITY'S REQUIEM

Forget survival horror, the stakes have just been raised with this psychological spine-tingler of a title from Nintendo. We've ripped the game apart to bring you the scoop on the Magick, the insanity and the horror.

http://www.eternaldarkness.com

Nintendo's most adult title to date is one of their most innovative and scary games ever. Using a combination of action adventure, Magick and a unique insanity system, *Eternal Darkness* takes the horror gaming genre to unscaled heights. Be prepared for a terrifying ride.

Release: **October**

Developer **Nintendo**

Game Genre **Psychological horror**

The hallway is as dark as the night sky, the only light source is from the waning moonlight that creeps through the windows to cast eerie shadows across the floor. Something awful happened here and you've got to find out why. You're alone, armed only with an antique sword and at a dead end. You've opened every door and tried every item in your possession, but you're still coming up with nothing. Suddenly there's a loud knock at the door, but which one?

You run around trying to find the source when the knock sounds again, this time closer than before, but you can't find anybody. It comes a third time, louder than before and accompanied by a deep, maniacal laugh and now you're afraid of what ungodly creature is waiting for you. You're becoming frantic and start to look everywhere, but you'll never find what's making the noise because it's not really happening.

■ Meet the new object of your affection – Alexandra Roivas

"The Sanity system is a work of genius that will have you going out of your mind with confusion and uncertainty."

Inspector Legrasse is a real slimeball. He doesn't even care about your dead grandfather, he just wants a date

Pious Augustus is a Roman Centurion and is the first historical character you'll play, but he's not to be trusted

If this sounds like more than you can handle then you'd be well advised to steer clear of *Eternal Darkness: Sanity's Requiem*. This is a title that will make you question every move, not only with its moments of intense action and devious puzzles but in the way you react to your increasingly unbelievable surroundings. This is a game that plays with your head.

Eternal Darkness was originally intended as a Nintendo 64 title, but once the decline of the GameCube's predecessor became apparent, the game was re-developed so that it would be able to take full advantage of the GameCube's power and realise the game's enormous potential.

The story begins with an eerie sequence where the heroine, Alex Roivas, is being overpowered by an army of unstoppable undead

When your foes fall to the floor you'll need to finish them off to regain sanity

The lighting and fogging effects create an incredibly moody atmosphere

creatures. Suddenly the phone rings and she wakes with a start – it was just a dream. The policeman on the line tells Alex that her grandfather has been murdered and she needs to come to his Rhode Island mansion to identify the body.

When she arrives at the house she is surprised at the police officer's blase attitude towards the death as he even tries to chat up Alex before pointing in the direction of the body. It's worse than she could have ever imagined – her grandfather was beheaded and the police have no idea how, why or by whom.

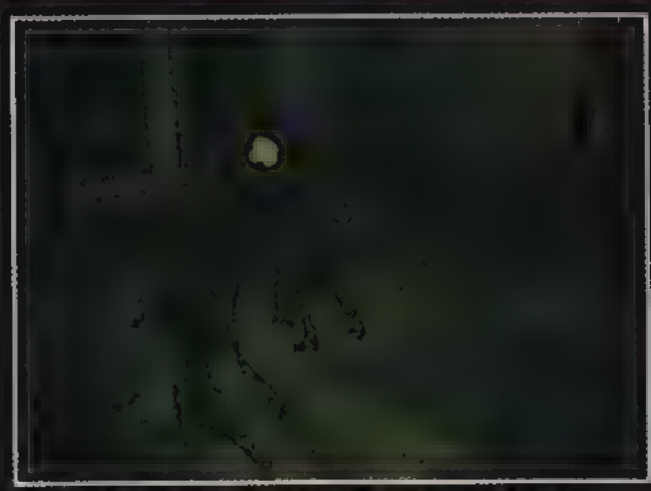
With the police unwilling to help, Alex decides that she will find the culprit herself and begins investigating the eerie mansion looking for vital clues. Eventually she stumbles across a secret passageway that leads to a room containing a strange book bound in human flesh and bone; the Tome of Eternal Darkness. This is where the game begins in earnest.

The book forms the entry point for the game's levels and details a story that spans millennia, telling tales of heroes who have been drawn to the dark powers of the world and have either tried to stop them or succumbed to their will.

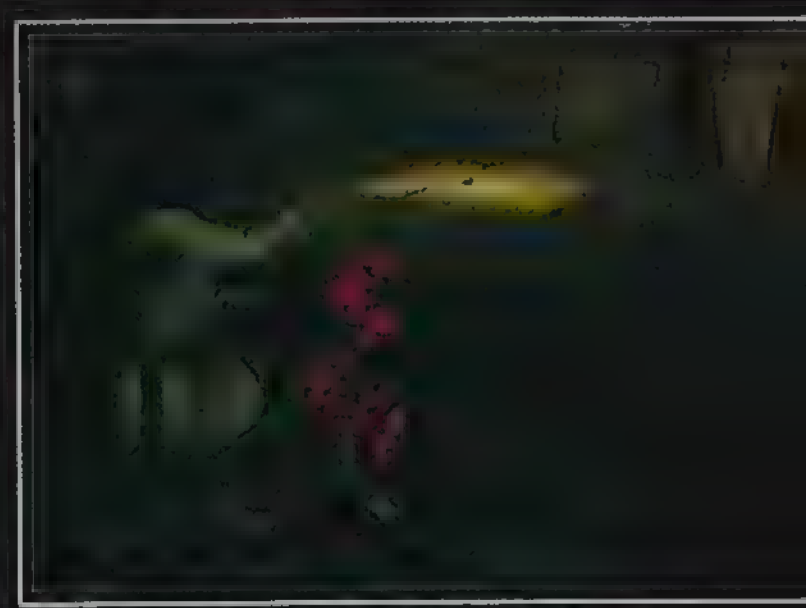
As you guide Alex around the mansion you will uncover missing chapters from the Tome, each telling a different story. The game then flows into that story and the player assumes control of a new hero, whether it's Pious Augustus, a Roman Centurion, or Dr Maximillian Roivas, a physician from the 18th Century.

Any third person action adventure with a horror twist is bound to be compared to *Resident Evil* and in the early stages of this game these comparisons seem well founded. But delve a little deeper into *Eternal Darkness* and you'll discover that this is no *Resident Evil* clone because what sets this apart from Capcom's survival horror classic more than anything else is the use of Magick and the Sanity system. As you progress through the different ages, your characters will collect different artifacts including Circles of Power, Runes, Codices and Spell Scrolls. The Circles of Power determine the strength of the spell you can cast and the more points the shape has inside the mystical circle the more powerful your spell will be when it's cast.

The other items are the spell's ingredients. Spell Scrolls act like the recipe, detailing which Runes are required to create a spell. Codices allow you to decipher the Runes so that you can match them to the Scrolls and create a spell. These can be cast at any time during the game, provided you



Aim for the head and work your way down



Bloody attacks aren't the only reason this game is for adults as it will surely mess with your head

This bloody mess is all that remains of your poor grandfather

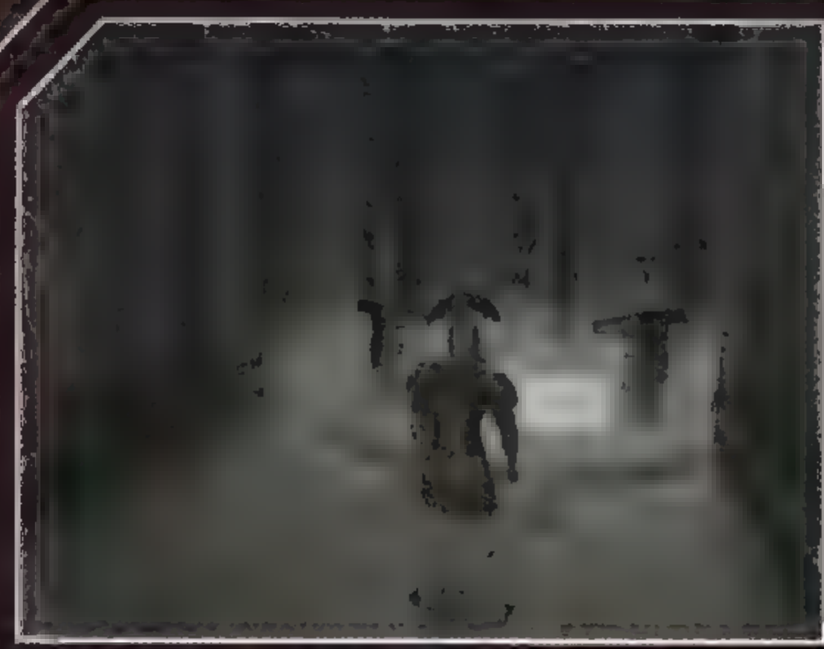
The attention to detail is superb. Note the stunning lighting in this observatory

have enough energy in your Magick meter and that you are not interrupted by an enemy when casting a powerful spell.

The effects of magic are many and varied. Some spells repair broken objects or sharpen weapons, some restore health, others create shields that enemies cannot pass through and some even help to uncover hidden passages and doors. Players can also assign these spells to the D-Pad and the Ⓨ button to allow quick access to the game's amazing incantations in times of desperation.

But the highlight of the game is the amazing Sanity system, a work of genius that will have you going out of your mind with confusion and uncertainty. As you encounter the hordes of undead enemies you will slowly lose sanity from your Sanity meter. Killing enemies will help you to regain some of your precious mental strength but being a coward and running away will only make things worse in the long run.

When the meter's level slips below the halfway point you may begin to experience a little disorientation, the camera may become skewed or you'll even start to hear voices. As the



This dark corner is where you choose your path

Elliah is employed as a dancer but she's also pretty handy with a sharp sword

These Runes appear a lot throughout the game and may be clues for later in the level

Each chapter begins and ends with these beautifully detailed pages from the Tome of Eternal Darkness

Some of the puzzles are a little too easy, but they do toughen up so stick with it

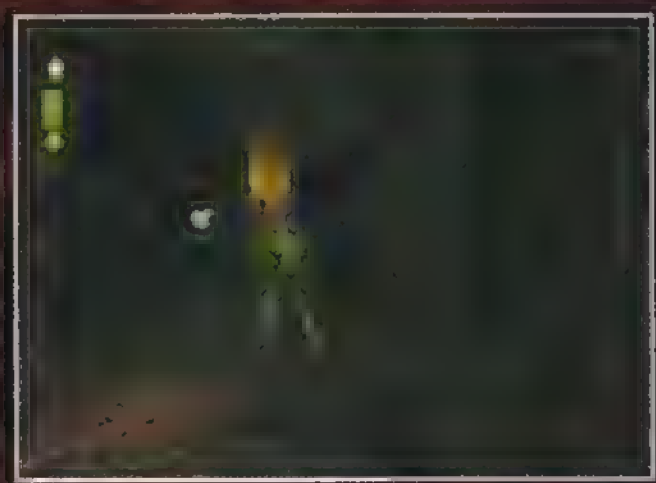
meter drops even more, the attacks of insanity become more severe and you can expect to see trickles of blood oozing from wallpaper and statue heads appearing to follow you around.

But the real test of mental strength comes when your sanity begins to run dry. This is where you'll experience full-blown hallucinations that will leave you questioning everything that happens. We don't want to give too much away or it'll spoil the surprise, but the insanity effects are so subtle and so well done that they will shock, amaze and confuse you in equal measure.

The whole *Eternal Darkness* package has a very cinematic style and you will be bowled over by the whole look of the game. Cut scenes, of which there are many, are animated beautifully and the voice acting is superb thanks to an impressive script that will draw you deeper into the game's plot.

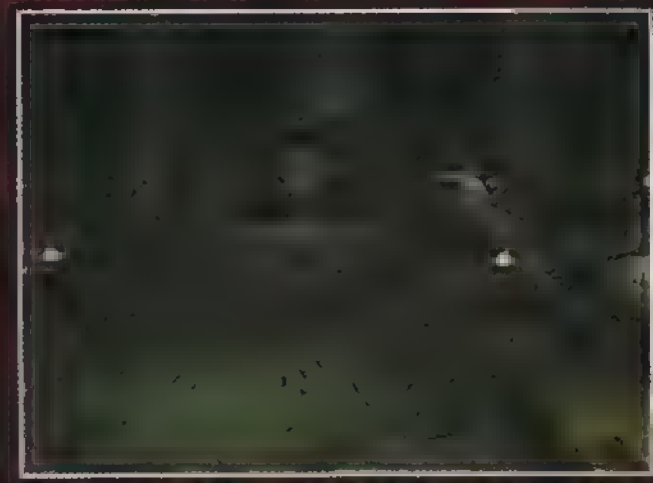
But it's not just the script that impresses as the attention to detail is exceptional. The weapons and armour decoration is superb, and detailed notes accompany every ancient artifact that you find throughout your adventure. For an absolute sense of completeness, you'll even see some of the characters speaking in their native tongue for a short time before fading into English.

As you play through the mind-twisting quest you'll also notice that you don't finish levels as each chapter is merely a small part of a greater story. You'll also need to be prepared for a few surprises and disappointments along the way as not all of



When your character flashes green it means you're losing sanity so kill enemies to get it back

Ellah is handed the heart of a demon and this is what ultimately seals her fate



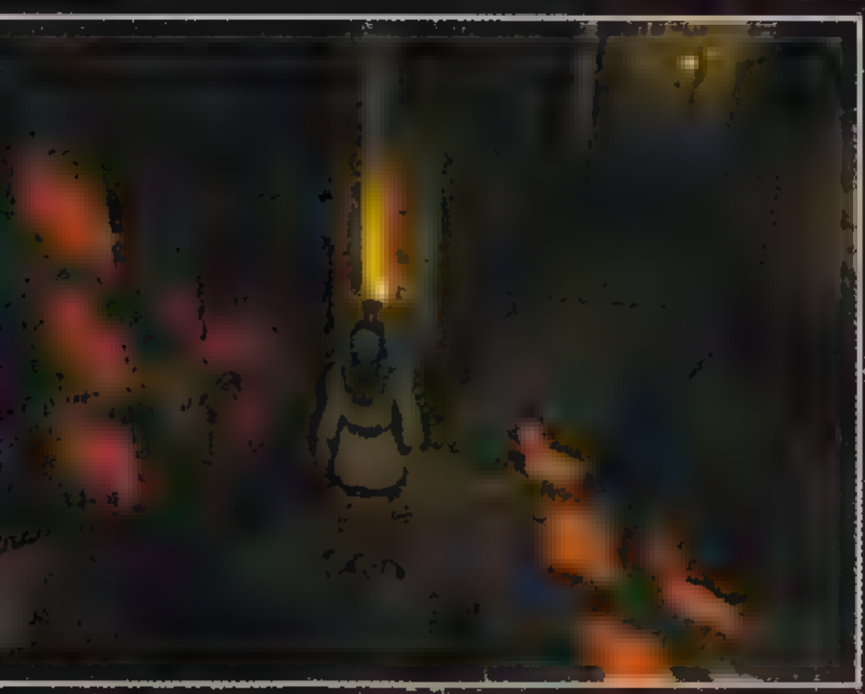
The reign of Mantorok the demon is coming to an end, being replaced by an even greater power

"If the gamble pays off then this could be the game that finally rids Nintendo of the annoying child-friendly tag."

Over 5,000 polygons went into creating Alexandra Roivas and we'll think you'll agree she was worth every one. The time spent on the game really shines through

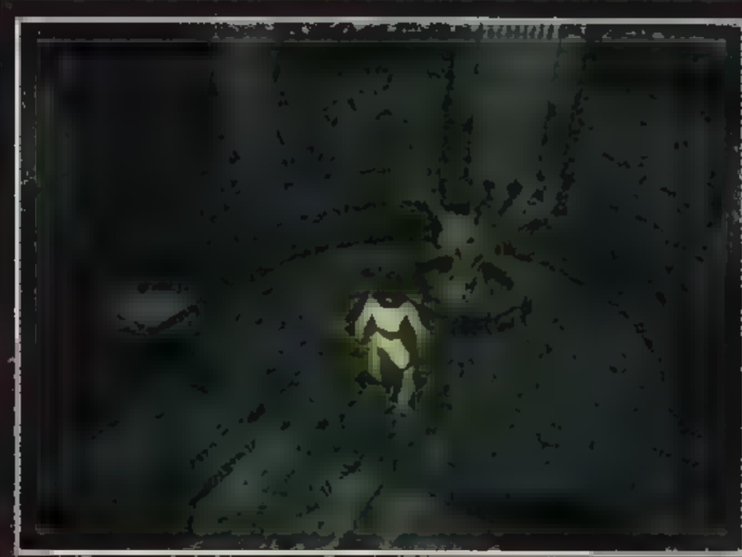
When players cast a spell, the glowing Runes appear on the floor

"In the US, this title has been given a Mature rating and that's not just because there's a lot of blood, guts and bad language."

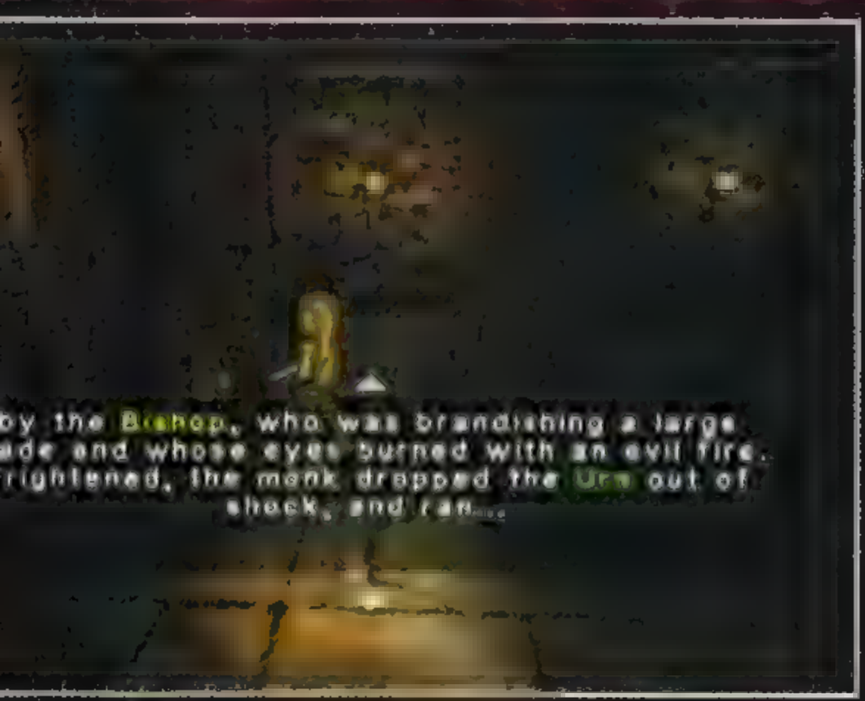


Anthony must deliver a message to Charlemagne the Frank before it's too late

The size and scale of some of the areas in *Eternal Darkness* is simply breathtaking



No matter what age you are the screaming faces in the floor will give you the chills



Saving the lives of friendly characters will reap rewards as this monk will hand you a new sword

the characters are decent as some succumb to strange powers and turn mad while others remain loyal to the fight against evil.

It's obvious as you play through *Eternal Darkness* that a lot of time has been spent on the graphics. The characters are highly detailed and extremely well animated.

Unlike the static backgrounds found in *Resident Evil*, *Eternal Darkness* scenery is rendered in real time and this makes the whole game look more natural. The detail in some of the textures is amazing and the lighting effects, provided by flickering torches and candlelight, bring the whole game to life. It all adds up to create a living, breathing environment that's better than any other game we've yet seen on GameCube.

Completing the whole package is the game's excellent sound which really tops off the whole experience and brings even more atmosphere into play. *Eternal Darkness* supports Dolby Pro Logic and uses it to a tremendously frightening effect, especially as your sanity levels begin to fall. Your play is often interrupted by anguished screams or babies crying and this helps the game feel incredibly sinister even when there's a lull in the action.

One thing that the developers, Silicon Knights, make no excuses for is the adult nature of the game. In the US, this title has been given a Mature rating and that's not just because there's a lot of blood, guts and bad language. The plot is complex and deals with themes and issues such as Satanism, black magic and the dark arts that really aren't for a young audience. It's a brave step, especially for Nintendo, a company synonymous with all-round family fun. If the gamble pays off then this could be the game

that finally rids Nintendo of the annoying child-friendly tag.

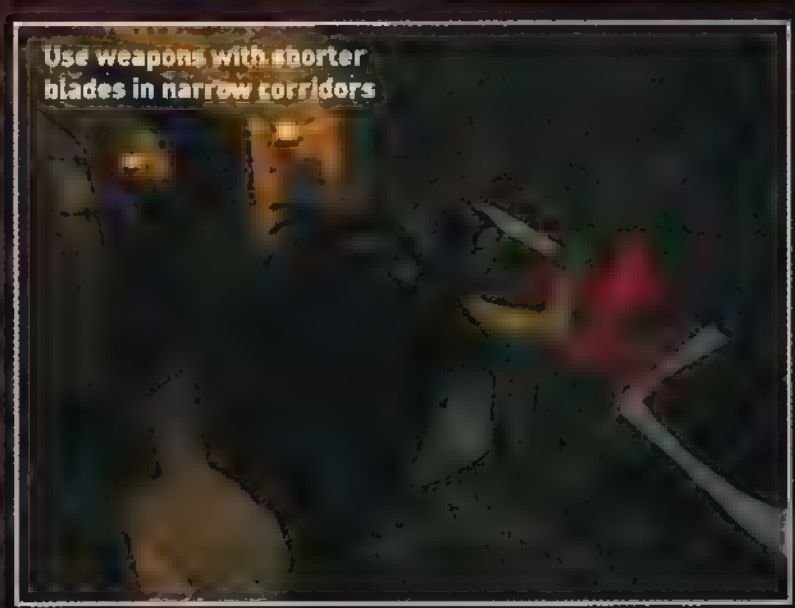
Eternal Darkness: Sanity's Requiem has certainly taken its time to complete but it looks as though the years in development have definitely paid off. Nintendo certainly made an inspired decision to switch development from the N64 to GameCube, and with it's next generation graphical punch, *Eternal Darkness* looks astonishing and certainly gives the first *Resident Evil* re-make a run for its money.

Without doubt this is going to be one of the most unique and engrossing adventure games ever to be released on any home console. The basic action adventure elements are strong enough to make a good title, but it's the insanity effects, and especially the Magick system, that add that extra something to make this game that little bit special.

Eternal Darkness: Sanity's Requiem is truly ingenious, absolutely terrifying and exclusive to Nintendo GameCube. With the title due for release this October you won't have too many months to wait and from what we've seen this will surely add another classic to the Nintendo GameCube roster. Bring on the darkness. **Dominic Wint**

The inventory is very easy to navigate

Learning to use Magick is vital to your success


Use weapons with shorter blades in narrow corridors

Different enemies require diverse attack strategies, so learn these and the game becomes easier

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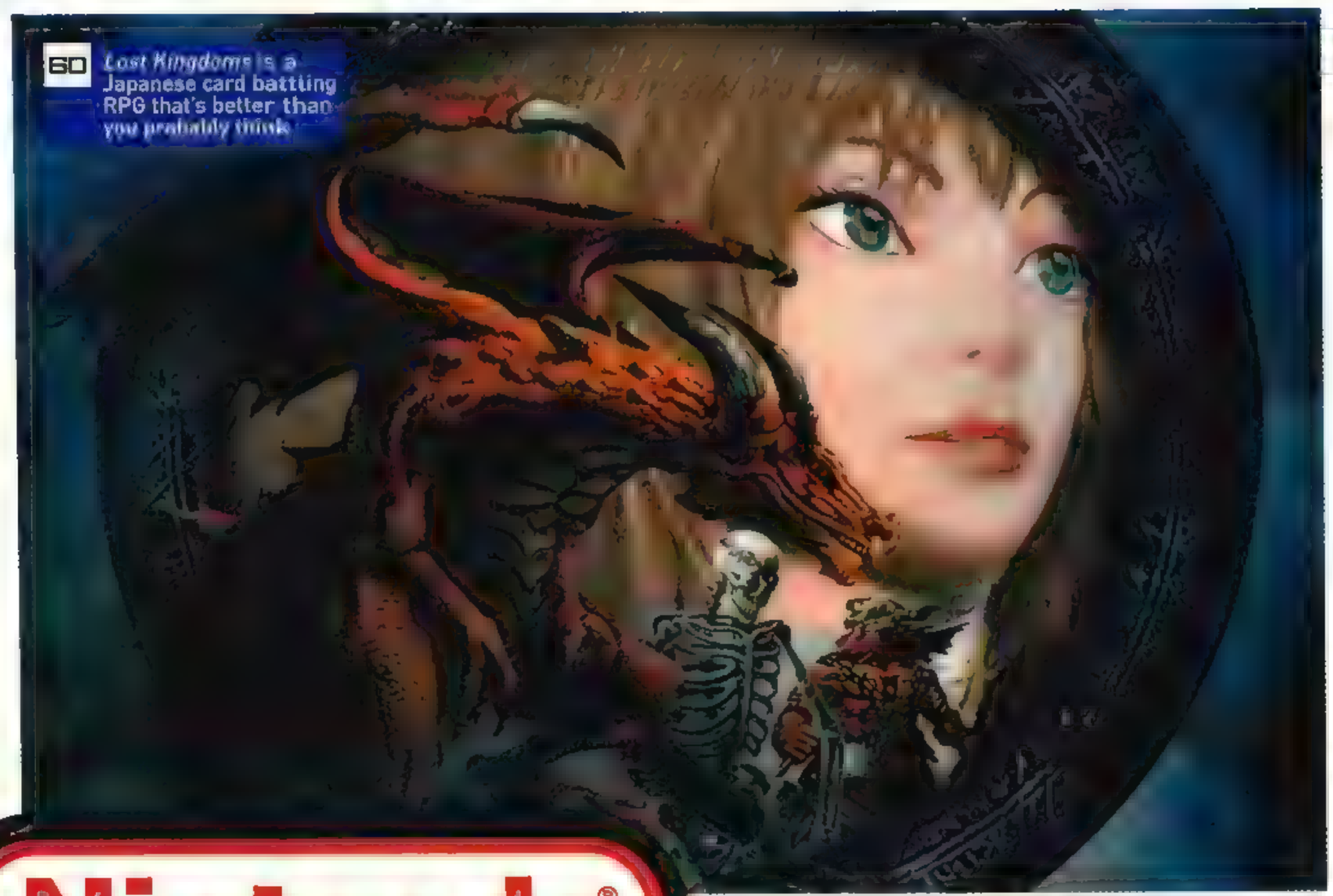

60 *Lost Kingdoms* is a Japanese card battling RPG that's better than you probably think

REVIEWED 8/2002

NINTENDO GAMECUBE

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TNT: GOLD
Gaming perfection

TNT: MUST BUY
Almost perfect

- 8 HIGHLY RECOMMENDED
- 7 GOOD
- 6 AVERAGE
- 5 COULD BE FLAWED
- 4 POOR
- 3 DIRE
- 2 DISASTROUS
- 1 A DISGRACE

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IN BRIEF

Combining the guilty pleasures of card collecting and ferocious RPG style combat, *Lost Kingdoms* ditches the dull bits of both genres and concentrates on an all-action approach that will take every ounce of your dexterity and cunning to master.

DETAILS

LOST KINGDOMS

Price:
£39.99

Release:
9 August

Publisher:
Activision

IT LOOKS LIKE AN RPG, SOUNDS LIKE AN RPG AND PROBABLY SMELLS LIKE AN RPG, BUT *LOST KINGDOMS* IS ACTUALLY A HARD-BATTLING, CARD-COLLECTING TOUR DE FORCE. BE SURPRISED...

Just imagine. You're sauntering down a country lane, minding your own business and ruminating on the pungent odour of the cowpat you've just stepped over. Suddenly you see what appears to be a black mist creeping over the horizon. You shrug your shoulders, thinking it must be a trick of the light. Bad mistake. As the fog descends so do the monsters, and they smell a lot worse than that cowpat.

Such is the hideous fate of the hapless peasants of the land of Argwyll, an ancient realm consisting of the legendary Five Kingdoms. Previously divided and isolated, the five rulers of the kingdoms have now joined together in an attempt to roll back the Black Fog and rid their world of the foul monsters it has left behind. In the kingdom of Alanjeh, young Princess Katia decides to take matters into her own hands to try and find her missing father after

Helena is Katia's nemesis

FAMOUS FIVE

Each of the 104 cards to be found in the game represent one of five elemental attributes – Fire, Water, Earth, Wood and Neutral. The cards in your inventory all have an appropriate element symbol and if you want to stage an effective attack be sure to use a type that holds an advantage over a specific enemy.

❑ Stronger against Wood types

❑ Better against Fire elementals

❑ Earth can smother Water types

❑ Wood can defeat Earth types

❑ Evenly balanced over all types

Trade the Red Fairies you pick up and Alexander will reward you with rare cards

❑ At the start of each mission your objectives are explained on this map

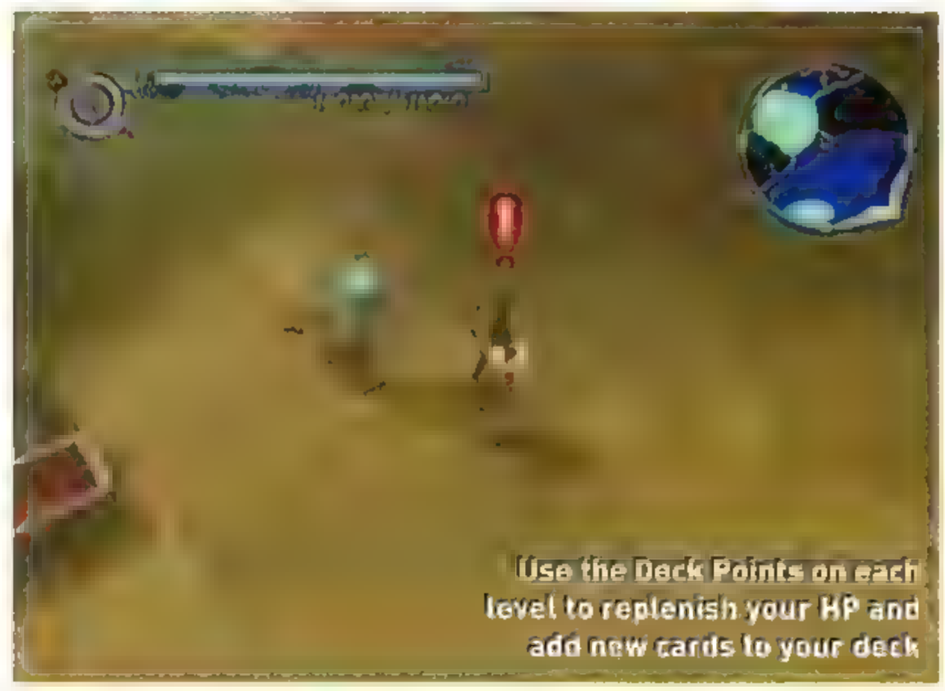
▶ discovering a magical Runestone and a strange pack of cards depicting weird and wonderful creatures. The cute blonde babe may be an unlikely super hero for an RPG, but the fate of Argwyll is literally in her hands.

Lost Kingdoms is in fact the re-titled adventure game first unveiled at last year's Space World, a game that was known simply as *Rune*. But if you're just about to turn the page, wrinkling your nose at mentions of RPG staples such as monsters, princesses and Runestones, wait a minute.

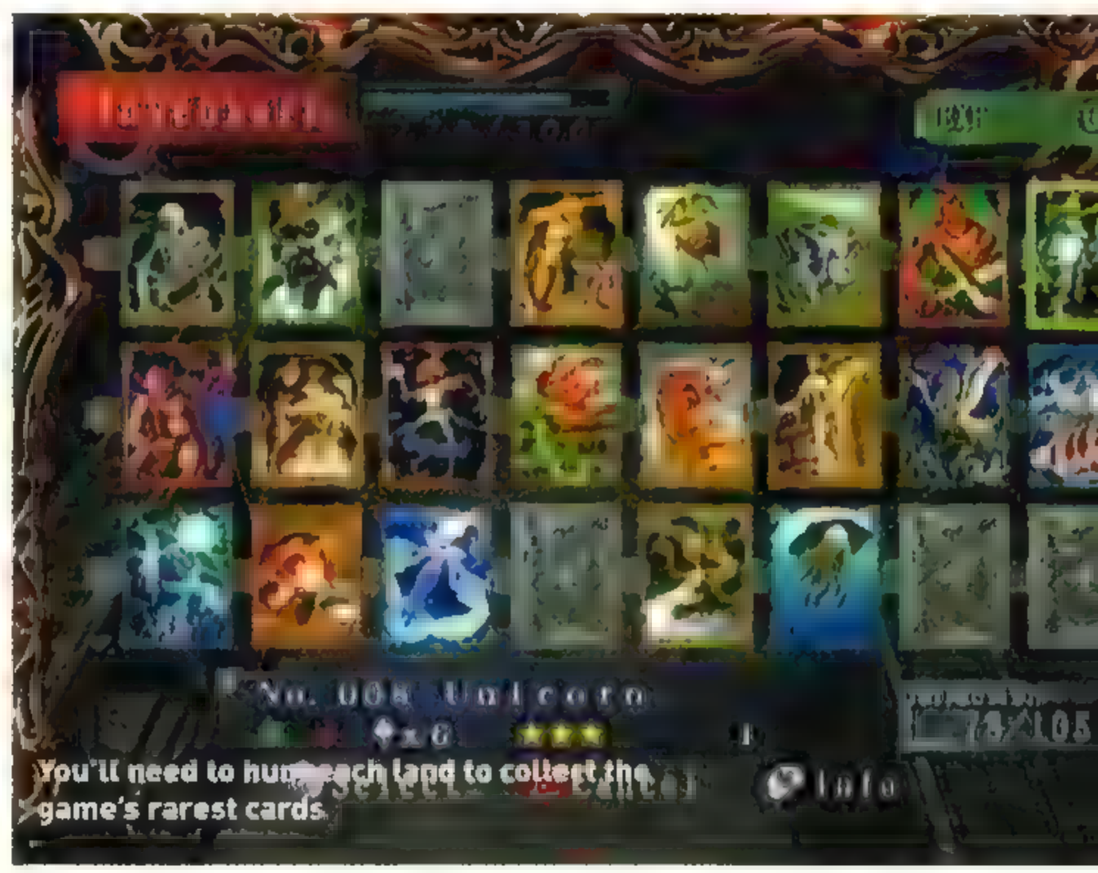
Whilst *Lost Kingdoms* may have all the peripheral trappings of an RPG, what it actually represents is an adventure stripped to the bare bones, with much of the chitter-chatter and questing replaced by trading card collecting and monster summoning. This is a game that even RPG phobics could love.

From the moment Katia tiptoes down the steps of Alanjeh Castle with the first Runestone strapped to her back, you're thrown headfirst into the action.

On her first mission Katia must safely pass through the deceptively pastoral



Use the Deck Points on each level to replenish your HP and add new cards to your deck



You'll need to hunt each land to collect the game's rarest cards

When she's not slaying monsters, Katia loves a blast on the old joanna

A QUICK TIP TO GET YOU STARTED

Don't even think about attempting a Capture Throw on an enemy until their HP levels are reduced to just a couple of points. Make sure you're right next to the enemy before pounding down L and pressing either A, B, X or Y because if you time it wrong you'll waste one of your battle cards unnecessarily.

Many of the people you meet are dead, but some of those who are alive can be helpful in your quest for clues

"IT MAY BE NARROW IN SCOPE FOR SOME BUT THIS IS ONE SET OF CARDS YOU WON'T REGRET A GAMBLE ON."

Many Blue Fairies you see will replenish HP or give you a card, but some are booby traps, so watch out

Plains of Rowahl accompanied by Gurd, an alchemist and card mistress. Within a few steps you'll be expected to fight your first real-time card battle as you come face to face with marauding goblins. The screen starts to warp and you're pitched into a fight to the death that features a combination of the trademark aspects of *Legend of Zelda* combat.

How you fight depends on which random cards appear in your active deck in the lower right corner of the game screen. You can select any of the four cards, using the A, B, X and Y buttons, while the Weapon Cards, as denoted by a sword, allow direct control of the summoned creature. These work well in close quarter battles, giving you a satisfying feel of real-time mayhem as you hack and slash your way through mounds of monster gristle.

The Summons Cards allow you to rouse Guardian Creatures. These are your one-shot big guns as most have just a single powerful attack as part of their strategy. Some of these cards, such as Fairy and Water Bird, can be used to replenish health whilst others, such as the Sea Monk, can be used to replace previously thrown cards.

The third class of card is Independent and these are your foot soldiers. Your infantry can often be used when you need a bit of a breather and are running dangerously low on hit points. Exhibiting impressive A.I., they will pursue the enemy to the bitter end once unleashed, attacking with repeated blows until either side bites the dust. You can even unleash several of them at once, stand back and let them do the dirty.

At first you'll probably find yourself

Many beasts you'll fight are the stuff of nightmares

chucking far too many cards at each monster, but gradually you'll realise the need to use your cards sparingly. You only get to select 30 cards from your deck for each mission, and once they're gone, you've got nothing with which to fight the monsters except heavy sarcasm. And that usually ends in tears.

Each time an enemy monster takes a hit they'll expel pink and blue stones of varying sizes. Collect these Magic Stones as soon as they appear and you will replenish the circular gauge that sits in the top left of the screen.

Whenever you use a card in battle, your magic power will be drained. You can still use cards when your magic gauge is empty, but their power will be directly drained from your Hit Point meter, leaving you vulnerable to sudden death. The number of Magic Stones you manage to pick up in a battle also contributes to your card collection's Experience Points total and these can be checked out at the end of each hard-fought scrap.

It may be the intensity and frequency of the card battles that makes *Lost Kingdoms* such an addictive experience, but there's enough variety included to hold the attention of those who aren't just interested in spilling as much monster guts as possible.

As you wander around the magical worlds look out for a bright red exclamation mark that sits either above a person or an object. Press Ⓐ to see what information the character has to tell you or you may even find a card in a hidden location or treasure chest.

What's different about *Lost Kingdoms* though is that you

MINI MISSIONS

Make sure you visit Gurd's Apothecary shop after every successful mission even if you don't want any cards as sometimes she'll ask you to help her out with a side quest.

Although you don't have to help Gurd to finish *Lost Kingdoms*, the missions provide an opportunity to find rare cards and earn vital experience points by killing monsters for the old woman.

Throw the herbs that Gurd gives you down the well to remove the curse of the White Mist in Lumsted village

APOTHECARY NOW

As in most RPGs there's a local store in *Lost Kingdoms* where you can upgrade, sell and buy cards for your collection.

Run by Gurd, the Apothecary shop is the ideal location where you can receive advice and hints for your forthcoming journey from the mysterious old lady.

Trading with Gurd is fairly routine provided you have enough gold or cards, but you'd be better off choosing the Transform or Copy options as they are much more interesting.

Provided your chosen card has enough experience points you can duplicate it via the Copy mode. Alternatively you can even select the Transform option to convert cards into a more powerful version of the original card which will certainly help you out.

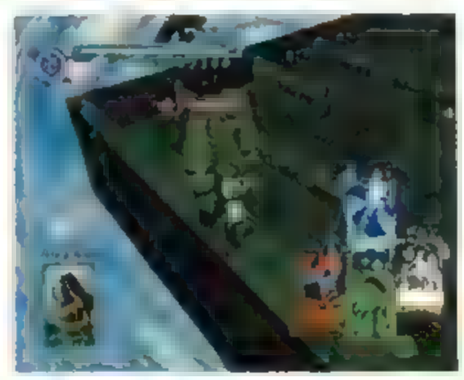
Gurd's Apothecary shop is the place to go for rare cards and upgrades

You'll need a vault bursting with gold if you want to buy the top-of-the range cards

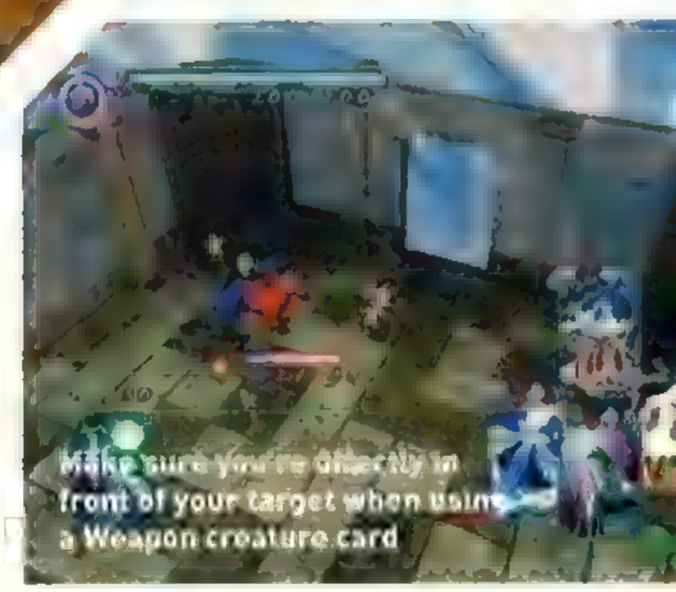
The transformation animations introduce you to your brand new creature

The King of Kendarie has lost his Runestone, but he doesn't seem too bothered

You can pummel your mates in a two-player slash fest



You'll lose a card if you escape from a battle



Make sure you're directly in front of your target when using a Weapon creature card

won't have to venture forth on any RPG style quests. Talking to people only helps to flesh out new elements of the story, so you won't be expected to search to the ends of the earth for lost sisters, cats or dogs.

Conveying the strange attraction of trading card collecting in a video game is a daunting challenge. There's something about holding those colourful pieces of cardboard in your hand and swapping them with your mates that can be magical and hard to duplicate digitally.

Luckily, *Lost Kingdoms* joins *Pokemon* as one of the few games that actually manages to capture the excitement of getting your next card and planning how to use it. Each of the 104 cards that you can collect are beautifully detailed with imaginative depictions of the monsters that they represent. When you're not busy in the thick of battle you'll be more than happy to spend time studying your card collection via the Inventory screen, pressing X to access the descriptions of each mythical beast's powers and attributes.

If there is one small dent in the *Lost Kingdoms* armour it's the lack of any lavish cut-scenes to drool over during your adventure, although there's a very impressive title sequence.

In terms of in-game graphics, there are both high and low points. When using the more remote camera view certain areas such as the Yprek Mines can look too dull, but zoom in with the C-Stick and you'll soon start to appreciate the detail. In areas such as Berden Field you really get a sense of Katia picking her way through corpses half-embedded in mud in the bloody aftermath of

Battles are fast paced and brutal. If you hesitate or pick the wrong card, it's instant Game Over

❑ Summons creatures are a load of showboaters as they like to make grand entrances, but most burn out after one blow

❑ Search chests to find cards and items to help you finish your mission

❑ If trapped by multiple enemies, unleash a couple of Independent creatures to distract the pack

▶ a torrid battle. The snow covered winter wonderland of Rohbach and the worm-infested desert sands of Gromtull are both equally atmospheric and you'll love exploring and battling your way around them. Katia herself is well animated, whilst the creatures you summon vary from feeble looking plants such as the Man Trap to fearsome beasts like the Chimera.

If you've always fancied the mystical elements of RPG games, but couldn't hack all the questing and complicated levelling up malarkey, *Lost Kingdoms* is bound to appeal to adventure game fans.

With its breathless pacing and mixture of strategy, quick thinking and faultless timing, this is one game that relies on pure, unadulterated combative gameplay. It may be too narrow in scope for some gaming tastes, but this is one set of cards you won't regret taking a gamble on. And it's exclusive to GameCube, too. **Maura Sutton** NOM

VERDICT

GOOD
- Superb, fully-controllable camera that you can zoom in, out and rotate.
- Card catching ability adds a *Pokemon* style dimension to battle scenarios.

BAD
- Uninspiring music and lack of voice acting adds up to an aural disappointment.
- Not enough depth to the gameplay for those more used to intense RPG plots.

FUN
You'll become obsessed adding cards to your deck to see how your critters fight.

VALUE
An additional two-player battle mode uses saved locations and cards.

LIFE
You should complete it within ten hours, even less if you skip the side quests.

It doesn't rival the originality of titles like *Pikmin*, but when it comes to exhilarating action this is a welcome addition to the list of quality GameCube titles.

7

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http://www.midway.com

IN BRIEF

If you've ever played any of Midway's *Blitz* or *Hitz* titles you'll know what to expect from this no holds barred sim starring the beautiful game. Football is a contact sport, a fact that this game takes to the extreme. The ref's as blind as a bat and nearly anything goes so headbutt, stomp, barge and kick your way to victory.

Michael Owen? Looks more like Sid Owen from *EastEnders*

RED CARD

KICK LUMPS OUT OF THE OPPOSITION AND GET AWAY WITH IT. THAT SOUNDS LIKE A MIDWAY GAME AND IT'S A RIGHT GOOD LAUGH.

DETAILS

Price:
£39.99

Release:
Out Now

Publisher:
Midway

Everyone knows that football referees are a strange breed, giving yellow cards if someone dares to insult them and then ignoring a two-footed lunge aimed at an attacker's head. *Red Card* embraces the ineptitude of the man in black and presents him as next to useless, so that means you can get away with scything down players with menacing tackles whether they're in possession of the ball or not.

While it may sound like a recipe for disaster, it actually turns out to be a lot of fun. Football purists may hate its Neanderthal approach to the beautiful game but anyone with a sense of humour will love this to bits. The strange thing is that *Red Card* actually encourages you to play slick, passing football. If you don't, then you'll simply get cut in two by your opponents.

Finally, a chance to get some revenge on the Brazilians

Even a two-footed lunge at someone in the penalty area won't always lead to a penalty. Go on, you know you want to try it out!

The character models are decent although the players bear little resemblance to the footballers they are modelled on

I KNOW KUNG FU

The key to any football game is scoring goals and *Red Card* allows you to do this in style thanks to some very easy controls.

The R button is used to boost and this adds a little juice to your tackles and a bit of zip to your shots. But if you have full boost when you take a shot from 20 yards or less you'll be treated to a *Matrix*-style, slow-mo sequence that culminates in a stinging shot that can blast the 'keeper into the back of the net.

Football, Keanu Reeves-style

"FOOTBALL PURISTS MAY HATE ITS NEANDERTHAL APPROACH TO THE BEAUTIFUL GAME BUT ANYONE WITH A SENSE OF HUMOUR WILL LOVE THIS TO BITS."

Red Card plays like any other football game as the idea is still to score more than the opposition. Where it differs from other football titles though is that you can get away with doing some serious damage.

Your basic moves are pass, through ball, lob and shoot, but that's only the half of it – the real fun is in the defending. When your opponents have the ball the controls change to sliding tackle, stomp and punch. The referee turns a blind eye to most of the challenges, allowing you to get away with pretty much anything. Occasionally the man in charge opens his eyes to award a free kick, penalty or reach into his pocket to show a card, but that happens once in a blue moon so you can kick away at your opponents to your heart's content.

A total of 50 international sides are available to choose from and if you opt for the main World Conquest mode you'll get to play them all, as well as unlocking some of the more unusual teams like the Dolphins and a team of samurai masters.

The character models in the game are excellent with big burly players taking to the field. Many international players have their real names, although they don't bear much resemblance to their real life counterparts.

The stadiums look great, six of them based around those you'll have grown to know over the course of the World Cup in

Sol Campbell will be wishing he'd stayed at home after that thunderous challenge from Viduka

The boost comes in handy for most situations, like giving your players some extra speed

Free kicks are a prime opportunity to score as the goalies tend to be all over the place

▶ Japan and South Korea. There are also some novelty grounds to unlock including the underwater Nautilus ground and the SWAT team's Nova City field.

Despite the hilarious gameplay, *Red Card* is not without its bad points. The controls can be unresponsive at times, requiring two or three frantic presses to carry out a command which is not what you want when you find yourself two goals down. There's also some wayward collision detection and you'll miss some tackles that look for all the world as if you should have made contact. The keepers are hard to beat but they move about unconvincingly, especially at set pieces. The game is also hampered by slow loading times, something that GameCube owners just aren't used to seeing.

For all its faults, *Red Card* is still amazing fun, especially in two-player mode where you can take great delight in cutting your mates in half. It provides welcome relief to those trying to get away from *FIFA* or *ISS2*, and it's done in such a tongue-in-cheek manner that you can't help but be drawn to the darker side of football. **Dominic Wint**

A QUICK TIP TO GET YOU STARTED

The opposition goalkeepers can be pretty thick at times and they often like to throw the ball short to the nearest defender. If you're quick enough then try attacking the centre half as it's thrown out and you may be able to collect the ball and have a golden opportunity to bury the ball and take the lead.

The weather effects aren't superb but they do affect the playing conditions

VERDICT

GOOD
- *Red Card* is fun, fun, fun and levelling a cocky forward never gets boring.
- It moves at great speed and the action can get incredibly intense.

BAD
- Sloppy collision detection causes the opposition to march through the midfield.
- You can get caught in possession thanks to occasionally unresponsive controls.

FUN There are a number of cool moves to learn including the boost moves.

VALUE Four difficulty levels to play through and plenty of extras to unlock.

LIFE If you get tired of the one-player mode, two-player will keep you coming back.

It's not going to beat *ISS2* in terms of realism, but it's a well executed idea. *Red Card* provides frantic action from kick off to the final whistle and is well worth a look.

8

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GAME BOY ADVANCE
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THQ

STAR WARS EPISODE II: ATTACK OF THE CLONES

IF YOU LOVED THE NEW *STAR WARS* FILM AND WANT A HANDHELD GAME TO DO IT JUSTICE, YOU'VE COME TO THE WRONG PLACE JEDIS.

LOG ON

http://www.thq.co.uk

IN BRIEF

Take part in the plot of *Star Wars Episode II: Attack of the Clones*, learning to master the Jedi skills of the movie's biggest stars – Mace Windu, Obi Wan Kenobi and his young apprentice, Anakin Skywalker. Play your way through the film's key moments, getting your hands dirty on Speeders, in gunships and slicing armies of laser-blasting droids with your different lightsabre attacks.

Better than *The Phantom Menace*, *Attack of the Clones* put the *Star Wars* saga back on track at the box office, and with the merchandising machine in overdrive along comes a Game Boy Advance spin-off that makes a mockery of the machine and the film.

Beginning the proceedings with the famous scrolling story, orchestral score and stills straight from the film, *Attack of the Clones* certainly has all the ingredients for a hit in the making. But take away the pretty extras and there's very little substance to the game because it plays terribly.

You'll begin the first level chasing a droid programmed to assassinate Padme in a side scrolling stage along a single corridor. The action stops intermittently to allow you to perform overhead attacks, a kneeling swipe or deflect enemy fire with your lightsabre.

Unfortunately slow responses means getting hurt unfairly and a lack of restart points means you'll have to replay levels again and again to complete them due to the game's tough difficulty setting.

The same goes for the third level as you try tracking down Zam, although this time you can build up your Force meter and use your Jedi powers that include a bigger jump.

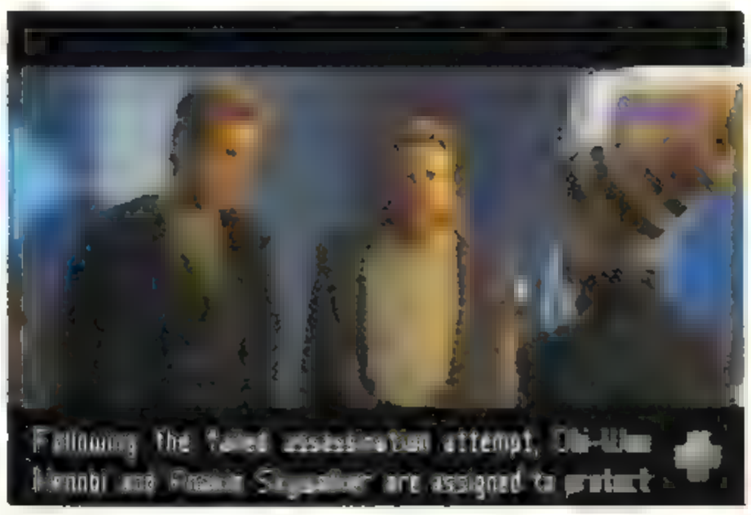
Single player main game. Password save.

DETAILS

Price: **£29.99**

Release: **Out Now**

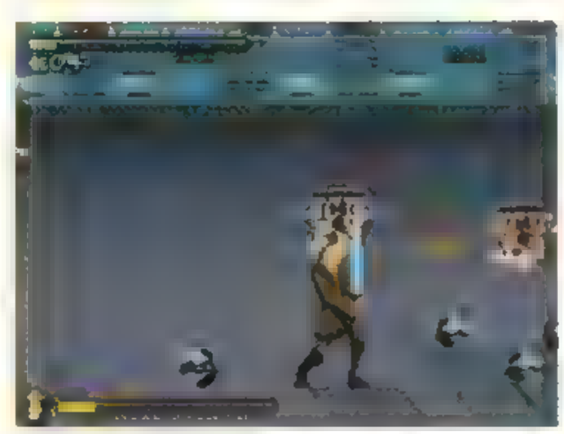
Publisher: **THQ**



☐ Stills from *Attack of the Clones* have been shrunk to fit on your GBA. Hmmm... Queen Amidala

Overhead lightsabre attacks are a great way of destroying flying droids

☐ Obi Wan Kenobi can perform some impressive aerial stunts to avoid getting hurt



☐ Press R at the right time and your Jedi will block lasers

☐ A quick tap on A while jumping and you will perform a flying kick

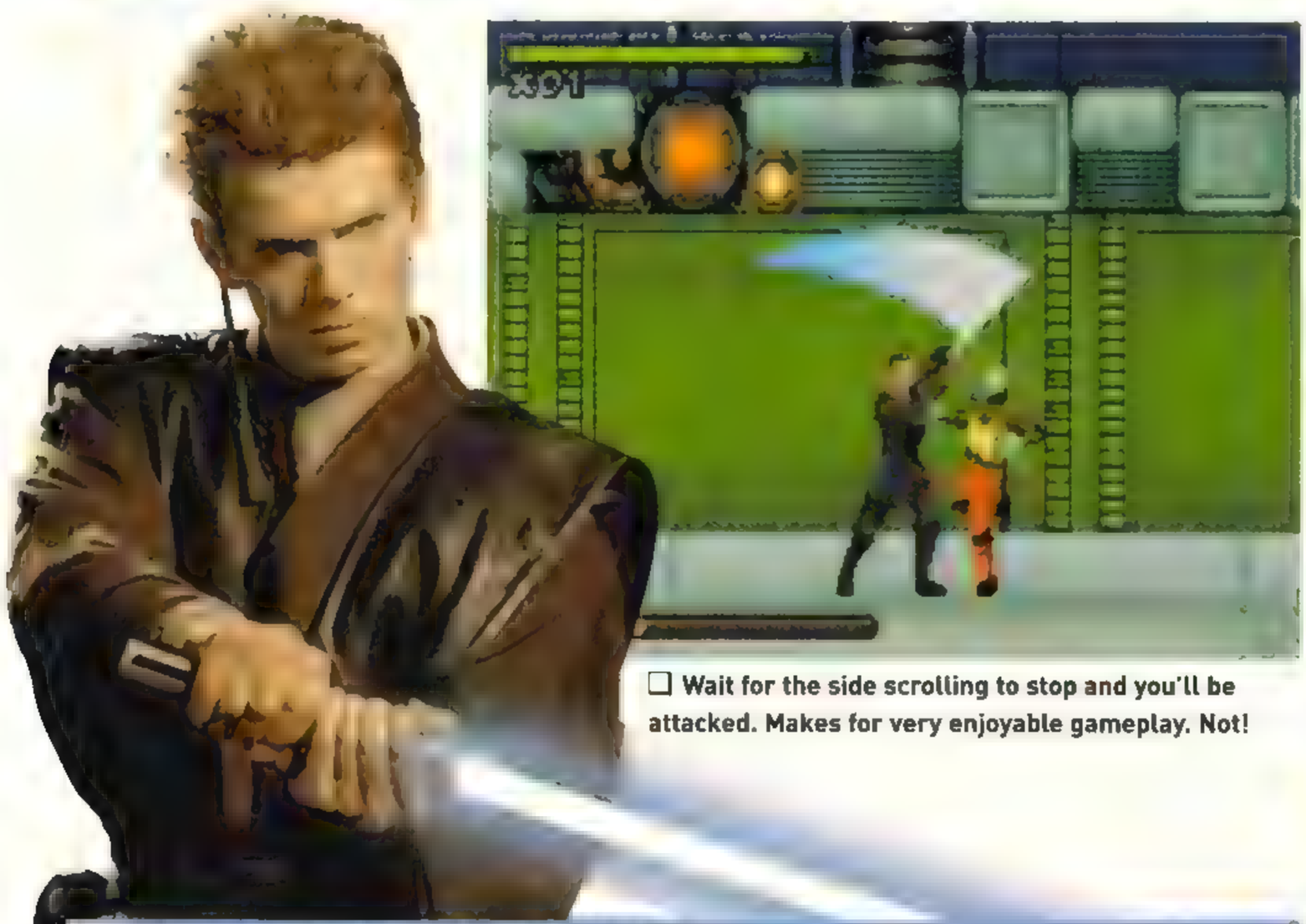
> "NO MATTER HOW MANY TIMES YOU WANT TO TRY AND LOVE IT BECAUSE THE *STAR WARS* NAME IS ON THE BOX, THIS IS A TERRIBLE ADVENTURE."

Collect every heart you find as you'll need them

Every character skates across each level

Character animation is also worthy of note because it's dire. All too often the Jedi heroes appear to glide along the levels and the sprites are so big that at times you'll have to leap into the unknown and cross your fingers that you land safely on the other side. Either that or you'll be right back at the start of the stage!

Key moments of the film, from downtown Coruscant to Geonosis, may have been recreated on your Game Boy Advance, but the awful gameplay makes a package that's just not worthy of the *Star Wars* name. A link-up mode, where one player takes the Dark Side and the other plays as a Jedi, tries to save this package but the fun has already been taken out of the game by the dire one-player adventure. You'd be best to avoid this shameful effort otherwise your love of the *Star Wars* name will be seriously dented. **Tim Street**



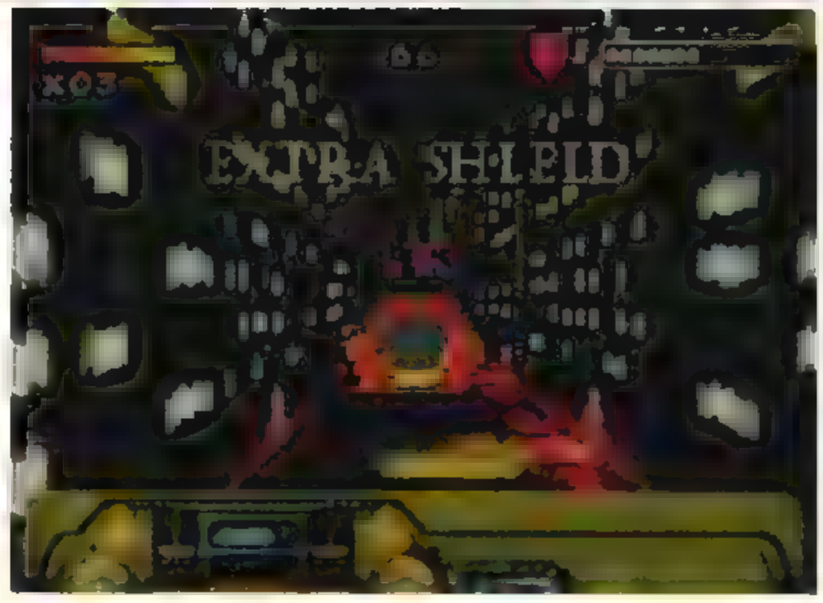
Wait for the side scrolling to stop and you'll be attacked. Makes for very enjoyable gameplay. Not!

The chance to control *Star Wars* craft sounds great, but it looks rubbish and it's impossible to survive without dying at least once

ATTACK OF THE DROIDS

A variety of stages in *Attack of the Clones* place you behind the controls of some of the film's popular vehicles, and even though this sounds like a laugh, they are appaling levels to play.

On the second stage you'll take the controls of a Speeder as you try tracking down Zam. There's no sense of speed or height, so even when you think you've cleared an enemy you'll be violently hit and see your shields obliterated. A few seconds later and you will explode, putting you right back at the start.



Hideous to watch as well as to play, the flying stages are not worthy of the Game Boy Advance hardware

VERDICT

GOOD
- The famous score and stills are exceptional and make great level openers.
- Slicing enemies is fun with a variety of lightsabre moves to learn.

BAD
- The flying levels look blocky and move at an alarmingly slow speed.
- Whether you're playing as Obi Wan or Anakin, the animation is terrible.

FUN: You'll be duelling with your lightsabre and slashing droids in seconds.

VALUE: Tough gameplay and few restart points make this difficult from the outset.

LIFE: If you can face hours of replaying the hard later levels you deserve a medal.

4

LOG ON

http://www.ubisoft.co.uk

IN BRIEF

Choose to be just the gaffer or pull on your boots as a player manager, leading one of Europe's best football teams to glory and turning them from zeros to heroes. You get to control every aspect of the job from selecting tactics to wheeler dealing in the transfer market. Are you the next treble winning Alex Ferguson or will you be found out as a Premier League lightweight?

Data saves to battery back-up.

DETAILS

Price:
£29.99

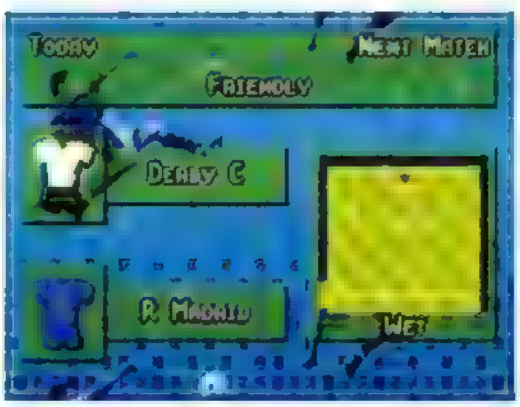
Release:
Out Now

Publisher:
Ubi Soft

ALEX FERGUSON'S PLAYER MANAGER 2002

PLAY BOSS TO ONE OF EUROPE'S BEST SIDES AND GUIDE THEM TO GLORY IN THIS EXCELLENT MANAGEMENT SIM, A FIRST FOR GAME BOY ADVANCE.

All the teams from last season's Premier League are included



David versus Goliath in a pre-season friendly. Come on you Rams!

The GB Advance hasn't been blessed with top football titles so it's refreshing to see a game that's managed to cram in as much as *Alex Ferguson's Player Manager 2002*.

What sets it apart from its rivals is the excellent management simulation that turns this from an above average arcade football game into an in-depth title with real lasting appeal. If this amount of control sounds like too much for you then you can just master the game in a simple arcade kickabout.

If you do opt for total control there are two options on offer – Player Manager and Full Manager. Be warned, deciding to opt out of playing the beautiful game and sitting in the dugout will set you up for a hard ride as the opposition is incredibly tough and it will take a few attempts to master the tactics to record your first wins. If you decide to take charge of an average team then your task becomes doubly hard.

There's a massive selection of sides to choose from including all of the first and second division teams from seven European leagues from England to Scotland and Spain to Germany. However, not all teams and players have their real names but this can be forgiven because of the sheer number available.

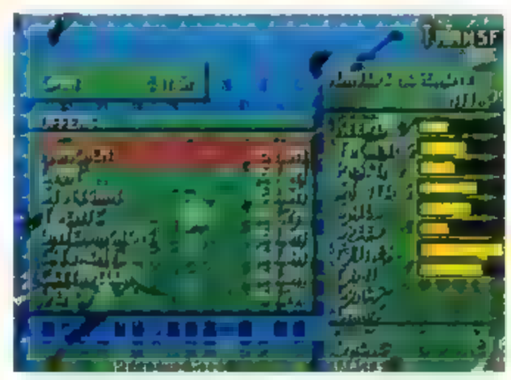
"THE CONTROLS ARE EASY TO GET TO GRIPS WITH AND YOU'LL SOON BE PASSING THE BALL AROUND."

❑ If your team is really successful then you can spend money on upgrading your stadium which will increase your profit

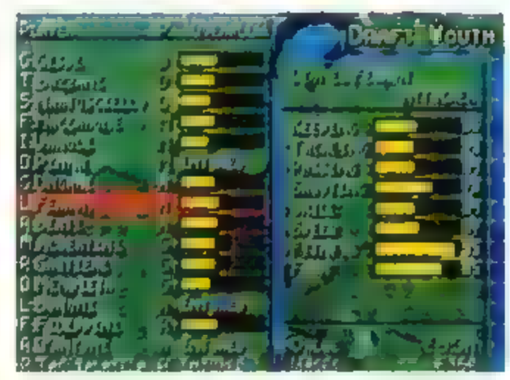
YOUTH OF TODAY

A major aspect of any manager's job is finding new talent and strengthening the squad. *Alex Ferguson's Player Manager 2002* allows you to do this in two ways.

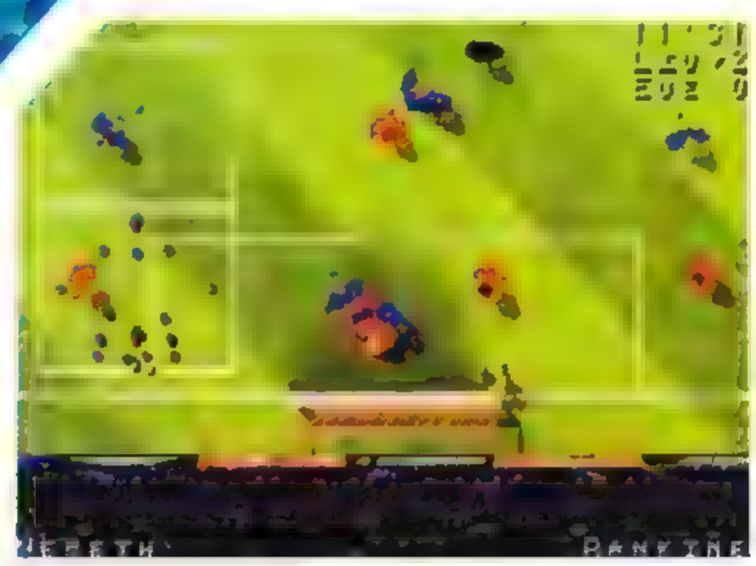
As well as the ability to buy and sell players from other teams using your limited funds, *AFPM* gives you the option to draft in players from the youth team. So if the mood takes you, you can become a virtual Alex Ferguson and build a team of super kids and lead them to total domination.



❑ Put a player on the transfer list and see what you get. You might just get rid of dead wood



❑ Your club's youth side could include some hidden gems so keep an eye on their progress



❑ The Reds bear down on goal in a one-sided game

❑ There's always one who has to spoil it. Perform badly and your chairman will have something to say

❑ The boys from Real Madrid hammer the Derby defence with their attacking superiority

As the manager you'll be expected to look after everything from transfers to ticket prices. It's a highly detailed system that's hampered by far too many menus making it tedious to deal with the minor details of playing football manager.

The football game itself is as close to the classic *Sensible Soccer* as the GBA has come. The game is viewed from an overhead camera and despite a low level of graphical detail this allows the action to motor along at a cracking pace.

The controls are easy to get to grips with too and you'll soon be passing the ball around like Brazil. Shot power can be controlled by holding down the Ⓐ button and aftertouch can be added to the ball in flight by pressing ◀ or ▶ on the Game Boy Advance's D-Pad which is ideal if you want to swerve the ball into the top corner.

Alex Ferguson's Player Manager 2002 is fun and challenging and it would be worth a look just for the football sim. Add in the highly detailed management aspect and you're left with a title that's dripping with depth and quality. **Dominic Wint**

VERDICT

GOOD
- Detailed management sim that allows you to tailor a side to your own needs.
- Fast paced football allows you to play an exciting passing game.

BAD
- The management sim is daunting because of the heavy number of menus.
- Full Manager is hard, especially with a team that didn't finish top five last season.

FUN
Easy to learn and the ability to adjust every detail will have you hooked.

VALUE
If Arcade, two player, Full and Player Manager isn't enough you're just greedy.

LIFE
You'll be playing until you win everything. Then you'll be trying it in another league.

8

LOG ON

http://
www.thq.co.uk

IN BRIEF

Expected to be one of this summer's biggest flicks, the *Scooby Doo* movie unsurprisingly has a game in tow as part of the inevitable array of film merchandise. Can you help The Mystery Machine gang unravel the Spooky Island mystery...?

Stop and speak to everyone, no matter how dumb some look

If only you could forget Velma and find the keys for this babe

SCOOBY DOO: THE MOTION PICTURE

IS IT THE MUTT'S NUTS OR IS THIS YET ANOTHER MOVIE TIE-IN FIT FOR THE DOGHOUSE? A FEW MINUTES OF PLAY CONFIRMS IT'S THE LATTER.

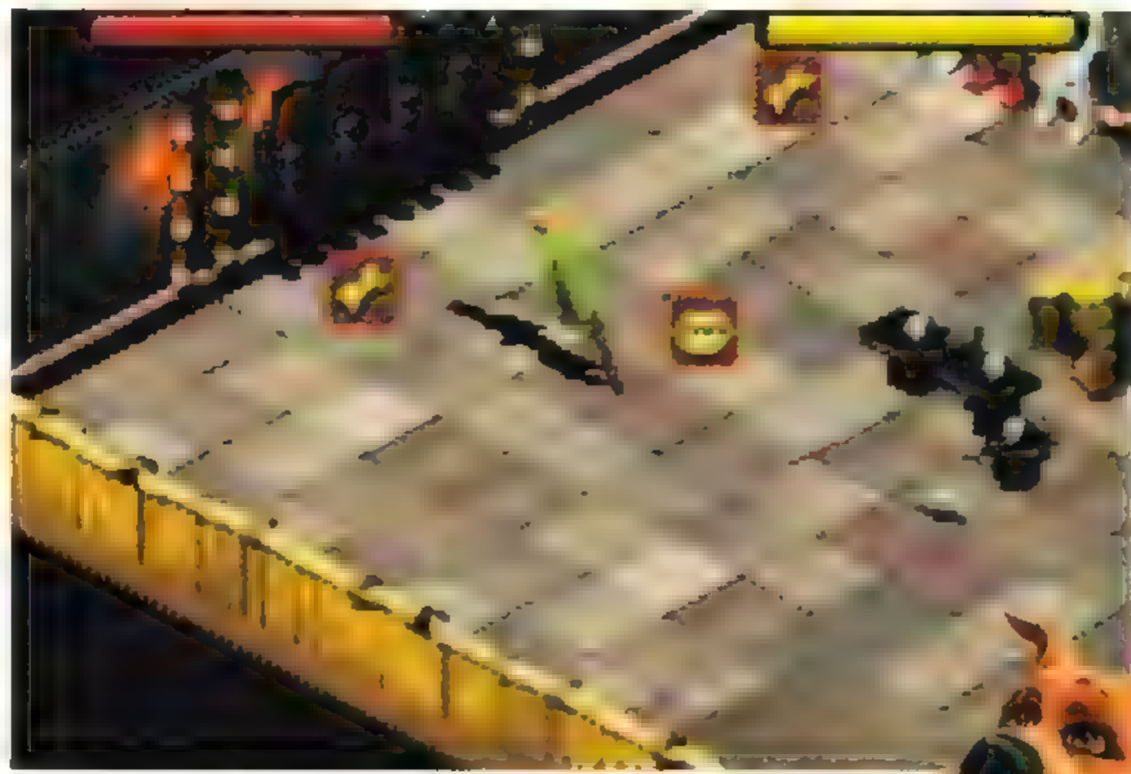
This year the success of movie tie-ins is looking very different. *Spider-Man* scored well last issue, *Harry Potter and the Chamber of Secrets* is looking mighty fine and *Die Hard Vendetta* looks like a good bet for one of the shoot 'em ups of the year.

So you'd have thought the days of dodgy tie-ins such as the GBC *Austin Powers* and *Chicken Run* titles were long gone, but *Scooby Doo* sees the return to the bad old days of movie tie-ins, despite the popularity of such a well known cartoon series.

The developers may have opted for a game more in keeping with Scooby and Shaggy's mystery film adventure instead of a platform game, but it's just a shame that the way it's been executed leaves you wondering just what might have been if there had been a little bit more thought.

The game itself is an uninspiring isometric quest that would look more comfortable on a Game Boy Color screen than a portable adventure fit for the Game Boy Advance. The locations are so dark that finding objects to complete your humdrum tasks can take ages and without an on-screen map to locate where you are you'll find yourself having to pause the game constantly to select the Map option which makes for a very tedious playing experience.

The game's plot follows the new blockbuster film closely and sees you travelling to Spooky Island after being called in by the owner Mondavarious to solve the mystery behind the hotel's unfriendly ghost and other such spooky goings-on.



Burgers and Scooby Snacks build up your energy bars at the top of the screen and help out in tight spots

You'll start your adventure controlling Scooby with Shaggy in tow and will have to endure a slow scene setting movie that hardly inspires as text heavy conversations play out – unfortunately there are no *Super Mario Advance* style voices in here to spruce up the proceedings.

Before long you can control the other members of the Mystery Machine gang - big headed Fred, ugly duckling Velma and the luscious Daphne. Each character has

Single player only. Data saves to battery back-up.

DETAILS

Price:
£29.99

Release:
Out Now

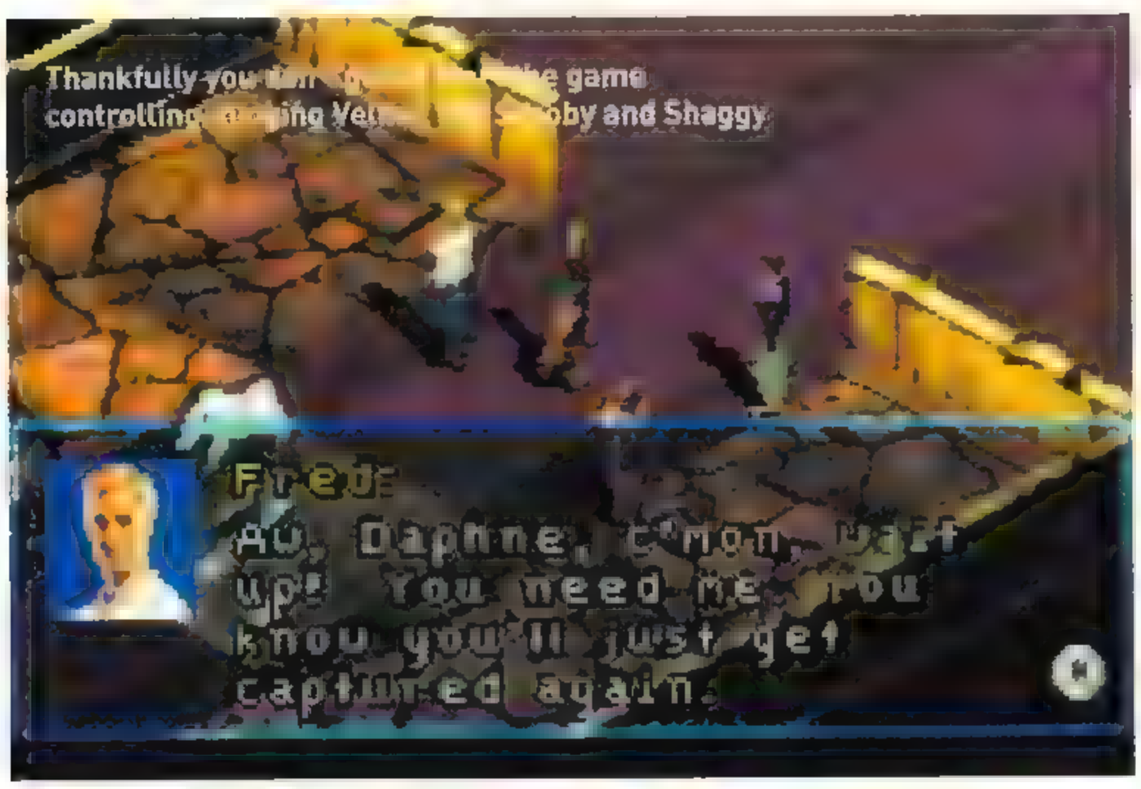
Publisher:
THQ

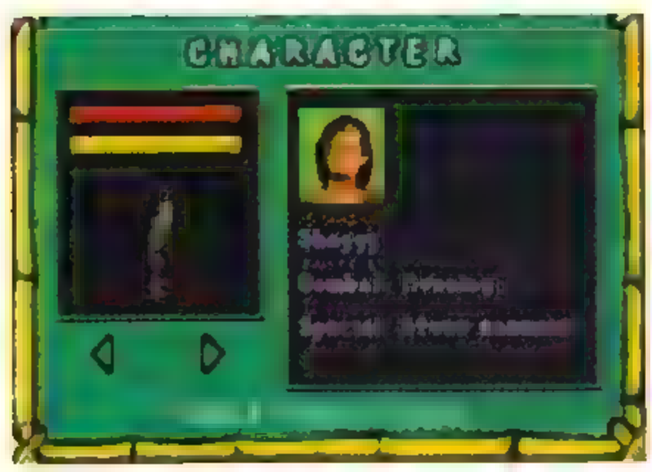
also been granted their own set of skills to help you complete various tasks - Velma for example is good at solving puzzles and can slow the clock down to give you more time. The only problem with this is that continuous character swapping is necessary and this takes the fun out of the game as you keep pausing every few minutes to enter the dreary menus.

Fans of the cartoon will also recognise there's little of the quirky humour from the kitsch cartoons, though in some other respects it stays faithful to the *Scooby Doo* name - notably Scooby Snacks providing you with stamina and other food supplying you with energy.

Despite the money being pumped into the movie merchandise machine, *Scooby Doo* on GBA is a massive letdown. Solving the mystery may take time, but it's doubtful whether you'll bother finishing it. For a decent movie tie-in for your GBA, Harry Potter is a lot better than this. **Tim Street**

"DESPITE THE MONEY BEING PUMPED INTO THE MOVIE MERCHANDISE MACHINE, *SCOOBY DOO* ON GAME BOY ADVANCE IS A MASSIVE LETDOWN."





You'll be sick of this menu after a while. It's here where you must swap characters to complete various tasks

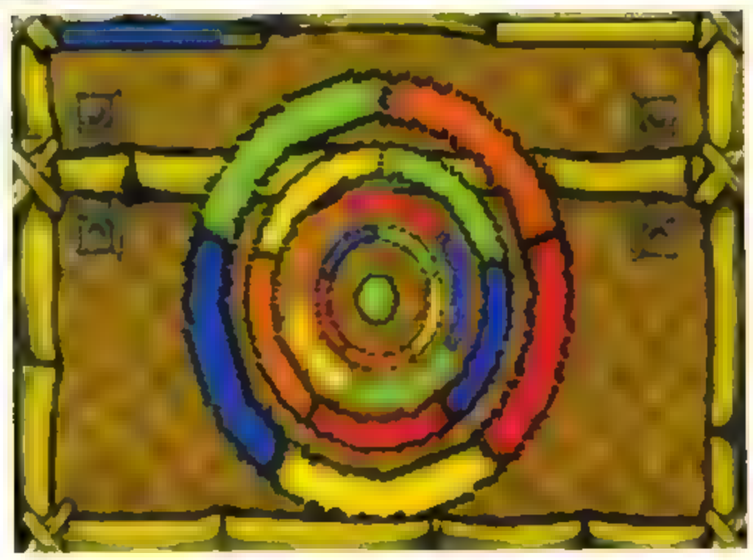
Whatever these things are in the basement, they aren't nice as Shaggy will now demonstrate

PANIC STATIONS

It's not just completing objectives that make up the adventure as there are a number of mini games to break up the dull ghostbusting on offer.

By solving puzzles to open chests you'll be given tokens that can be used to buy items later in the game. Be prepared for plenty though because at nearly every turn there is a chest to unlock and boy does it get dull.

Other puzzles involve you creating a network of pipes in a GBA version of the classic *Pipe Dream* and one game where you must trip switches on a grid without touching the sides.



Don't talk to us about these puzzles. To get tokens from chests you'll need to work this out, and after ten goes you will be sick of it

VERDICT

GOOD
- At last a movie tie-in that's something other than a by-numbers platformer.
- Using each character's skills requires a little bit of brainwork at the right time.

BAD
- The puzzle solving involved in *Scooby Doo* starts to get dull very quickly.
- The standard of graphics in *Scooby Doo* is ghastly and would be shameful on GBC.

FUN *Scooby Doo*'s humour has been bypassed and there's too much aimless wandering.

VALUE A waste of a license. Dire looks and gameplay make this a waste of money.

LIFE Spooky Island's mysteries will probably remain unsolved after just a few days.

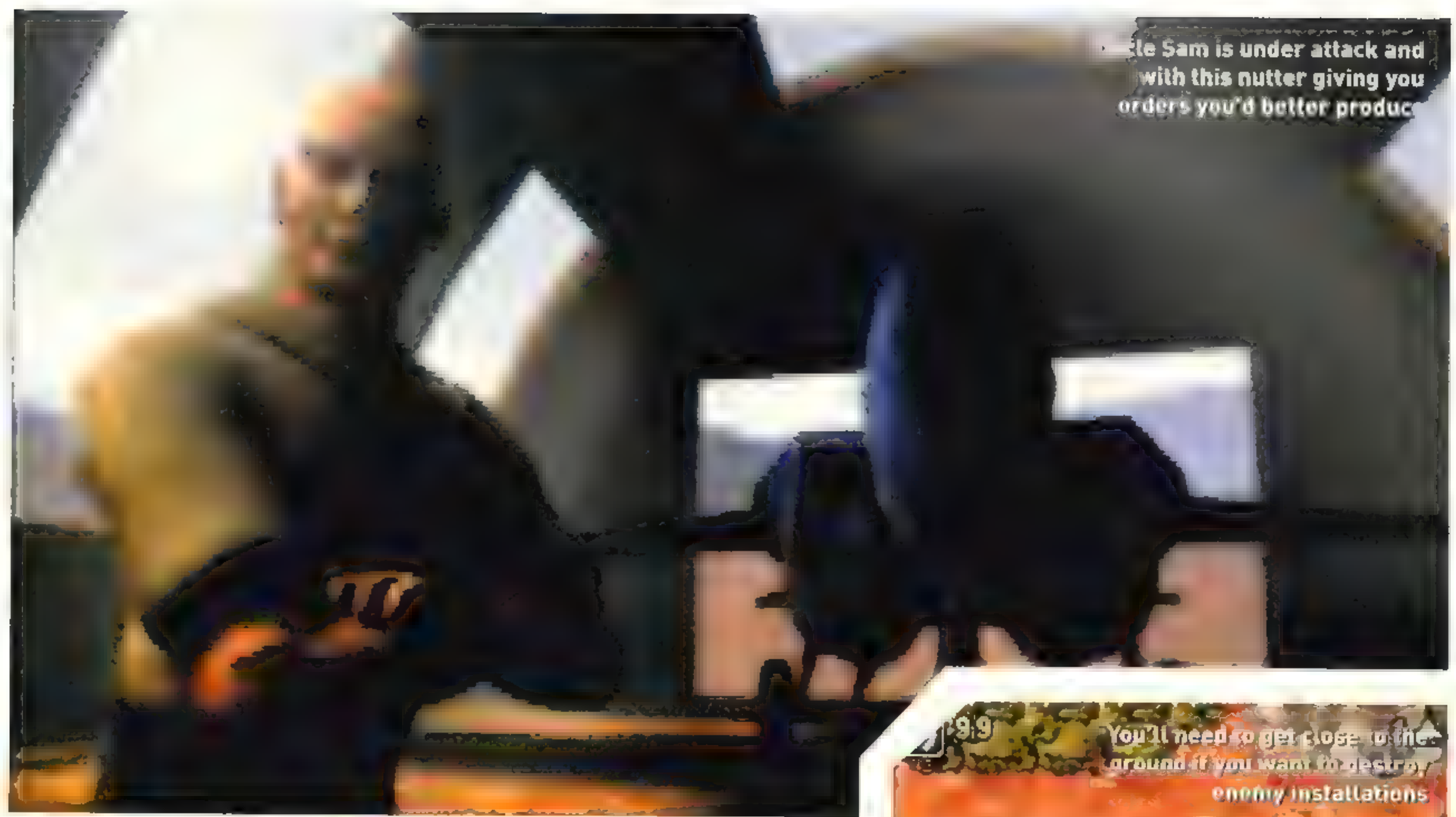
5

LOG ON

http://www.vie.co.uk

IN BRIEF

Taking its name from one of the best remembered action films from the 80s, *Top Gun Firestorm Advance* sees you taking the controls of an F-14 in different theatres of war around the world. The United States is under attack from sinister groups across the globe and only you have the sufficient aerial skills to become Fighter Weapons School's Top Gun.



TOP GUN
FIRESTORM ADVANCE

WHETHER YOU'RE A MAVERICK OR AN ICEMAN, EARNING YOUR GBA WINGS WILL BE TOUGHER THAN YOU THINK AVIATOR.

If you were a bit of an 80s kid like many of the *NOM* team you may remember a certain Tom Cruise film called *Top Gun*. Fast-forward a few years and the name is being used for a flight sim for GameCube and Game Boy Advance even though there are very few references to the film in this version. Odd...

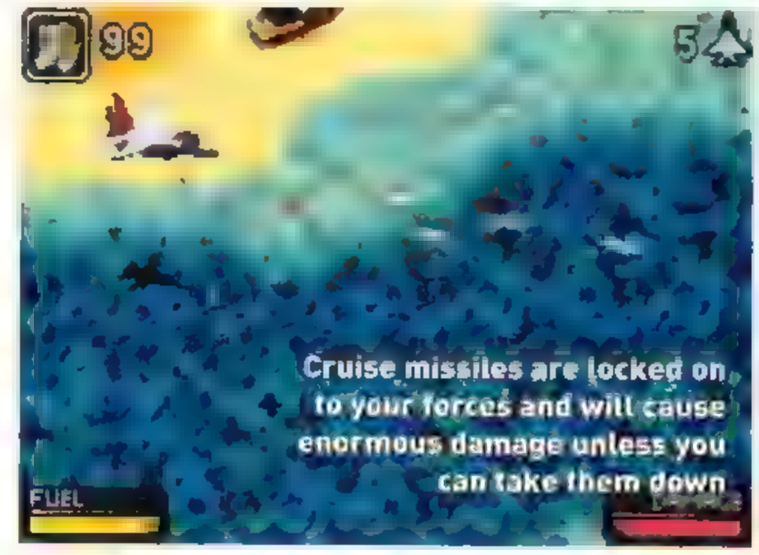
With the GameCube title in development the first *Top Gun* to burn off the runway is *Firestorm Advance* and from first impressions it isn't too bad.

Using an isometric camera angle similar to classic shooter *Desert Strike*, *Top Gun* sees you travelling the world's war zones from the training mission in the Nevada Desert to the Pacific Ocean and the Arctic, honing your aerial combat skills in a bid to earn your wings.

Your plane controls easily enough with altitude and turns being controlled by the D-Pad (sharper manoeuvres can be pulled off using the two shoulder buttons). Unfortunately the main premise of the game - to blast enemy installations, tanks and armoured vehicles to pieces - is where the game dies.

The problem lies in not being able to get hits on target easily enough. Your basic machine gun is virtually useless because it takes countless runs to destroy anything and low fly-bys is your only hope which can cause you to crash easily. In addition to this the limited number of rockets have to be lined up perfectly otherwise they will fly over your target and blow up in the middle of nowhere.

Add a grating GB Advance soundtrack to your misery and you will be left wishing that they had left the *Top Gun* moniker back in the 80s where it so rightly belongs. **Tim Street**



DETAILS

One player main game.
Password save.

Price:
£29.99

Release:
Out Now

Publisher:
Virgin Interactive

VERDICT

GOOD

- Few controls make this shooter very easy to master from take-off.
- Different scenarios provide you with a variety of challenges.

BAD

- Getting missiles on target is a chore and flying low can cause you to crash.
- The large sprites mean you can't avoid catastrophic situations until it's too late.

5

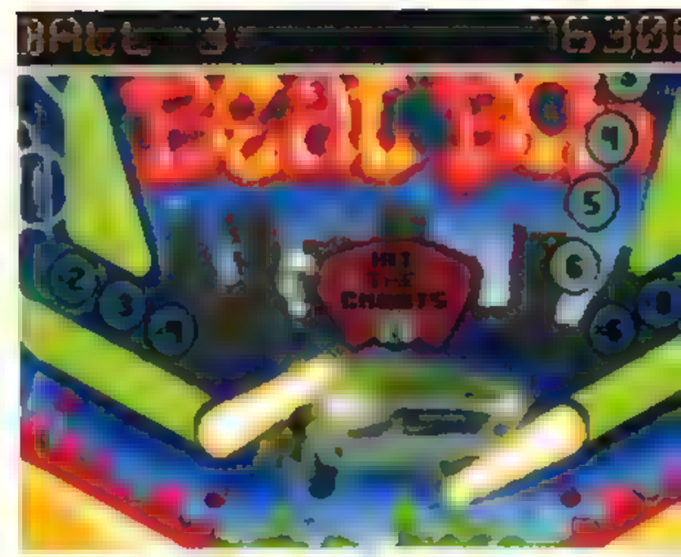
LOG ON

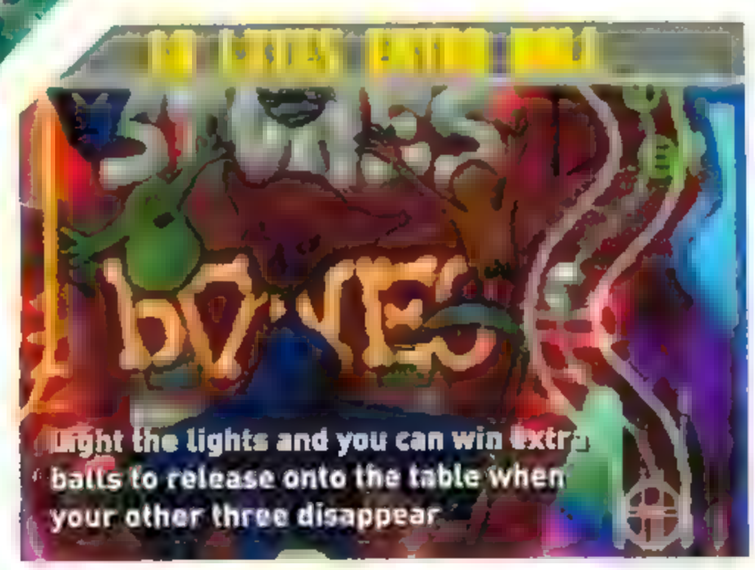
http://www.ubisoft.co.uk

IN BRIEF

As far away from the pinball world of The Muppets as you could imagine, *Pinball Challenge Deluxe* arrives on Game Boy Advance with a more serious pinball sim for all you flipper table fans. A handheld version of the two Amiga computer classics *Pinball Dreams* and *Pinball Fantasies*, *Pinball Challenge Deluxe* puts them both on one cart with the offer of eight tables for you to play.

The Partyland table has a third flipper so you can always hit the side chute if you time it correctly


Can you climb to the top of the pop charts on the Beat Box table


Light the lights and you can win extra balls to release onto the table when your other three disappear

PINBALL CHALLENGE DELUXE

A FEW YEARS ON AND THEY'RE NOW MORE FLIPPING TEDIOUS THAN FLIPPING CRAZY.

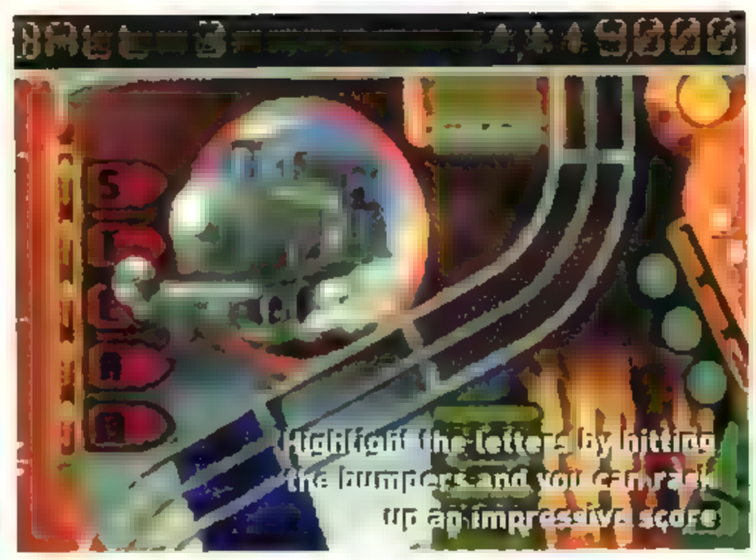
Pinball sims are back in fashion this month and one we had high hopes for is the handheld version of two of the best ever computer pinball titles from the early 90s.

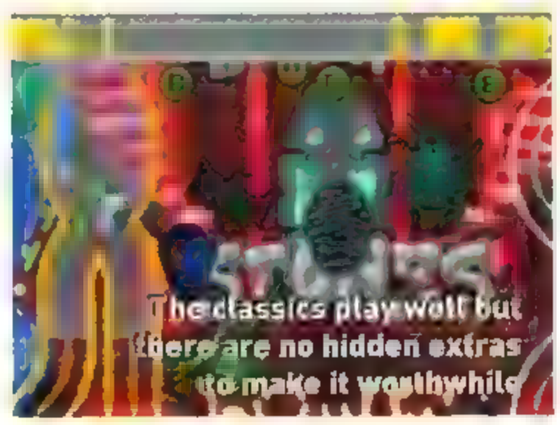
Eight tables complete with bumpers, ramps, traps and tunnels await all you pinball connoisseurs and the necessary ball physics for such a game are exceptional as it rolls and arcs across the fun packed tables.

Every table is available for you to play at the start and they range from the simplicity of Ignition to our own personal favourites Beat Box (where you must climb the charts) to the funfair world of Partyland complete with its Skyride chute and easier score multipliers.

What's on offer is a great laugh, but there have been so many pinball titles (like *Pokemon Pinball*) since they first arrived that have added extras to the genre that they now seem just basic run of the mill pinball simulations no matter how well they play.

If trying to beat your high scores again and again sounds like good fun then this is worth a gander, but don't moan at us if you find yourself switching back to *Pokemon Pinball* after just a few days play. **Tim Street**


Highlight the letters by hitting the bumpers and you can rack up an impressive score


The classics play well but there are no hidden extras to make it worthwhile

If you drop the ball between all three gaps you activate the multiplier

Single player only. Data saves to battery back-up.

DETAILS

Price: **£29.99**

Release: **Out Now**

Publisher: **Ubi Soft**

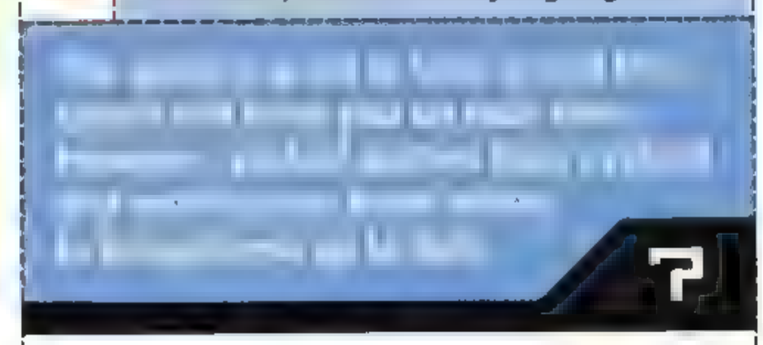
VERDICT

GOOD

- Eight tables are enough for any pinball fan with many features to try and find.
- The ball moves gracefully across the screen and has very realistic physics.

BAD

- Unlike the timeless *Pokemon Pinball* there are no fun extras you can unlock.
- Apart from beating your scores time after time, what else are you going to do?



LOG ON

http://www.ubisoft.co.uk

IN BRIEF

Already a huge hit on Fox Kids, the manic battling of *Medabots* now attempts to take the GBA by storm. Build a fighting robot and pit your skills against the opposition as you attempt to qualify for the biggest competition around, the World Robattle Tournament. By winning match ups you will unlock new robot machine parts, but can you go all the way?

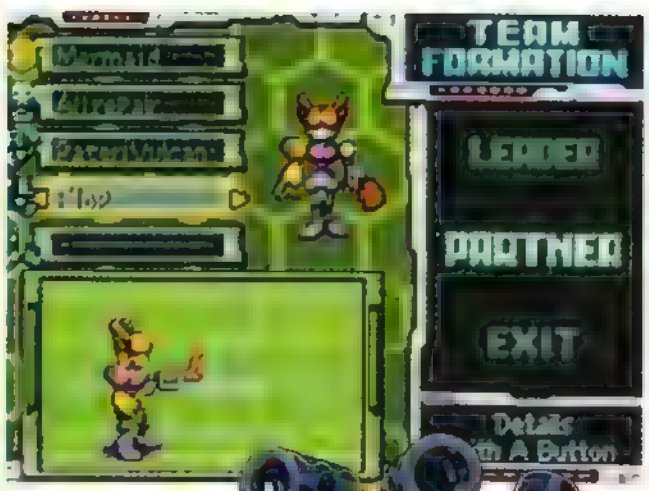
Data saves to battery back-up.

DETAILS

Price: **£29.99**

Release: **28 July**

Publisher: **Ubi Soft**



Your choice of parts is limited at first but you can still build a devastating fighting machine

MEDABOTS AX: METABEE AND ROKUSHO VERSIONS

THE POPULAR KIDS CARTOON SERIES CHANCES ITS ARM AT GAME BOY ADVANCE GAMING GLORY. THESE ARE THE BREAKS.

Already proving popular on the Fox Kids satellite channel, the *Medabots* Metabee and Rokusho take centre stage this month in two Game Boy Advance fighting games.

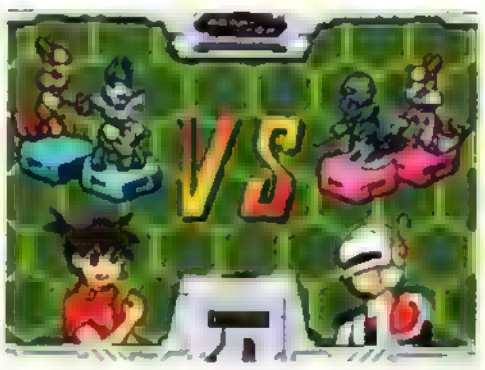
If you're not familiar with the *Medabots* world, the cartoon tells the battling exploits of a group of kids who have pet robots called Medabots.

The two games centre around these machines that are constructed from different parts, each serving a specific attack or defending move. They can be adapted and customised to create an effective fighter, and as there are two titles, you can link up to trade spare parts.

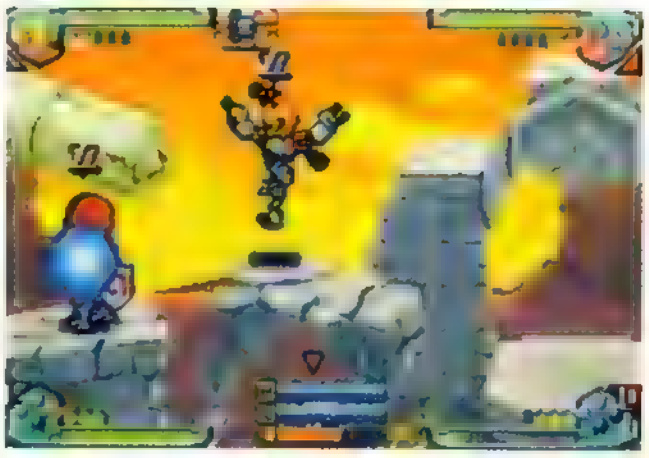
Medabots AX is essentially a beat 'em up where you take of a robot team (controlling just the leader) and must fight another robot squad. You'll scrap it out for upgrades and by winning matches and medals you'll be allowed to progress to the World Robattle Tournament.

Like the Mangaesque cartoon series, *Medabots AX* has a very definite anime style and the speech samples that accompany the game, along with its pumping techno score, are impressive. The detailed arenas are small but the scale means there are very few hiding places, which keeps battles intense.

Medabots AX is a fair attempt at a GB Advance multiplayer fighter, but there are limited moves and the need to swap every part will only appeal to die hard fans. **Dominic Wint**



Fights are two-on-two but you'll only get to control your team leader



Special attacks cause heavy damage so run for cover when you see an enemy charging up

VERDICT

GOOD

- The confined spaces of the levels means that the battles remain intense.
- *Medabots AX* has a distinct anime look and an excellent soundtrack.

BAD

- Moves are limited, so fighting game purists won't find anything unique.
- The need to buy both carts to fully exploit the game is a bit of a rip off.

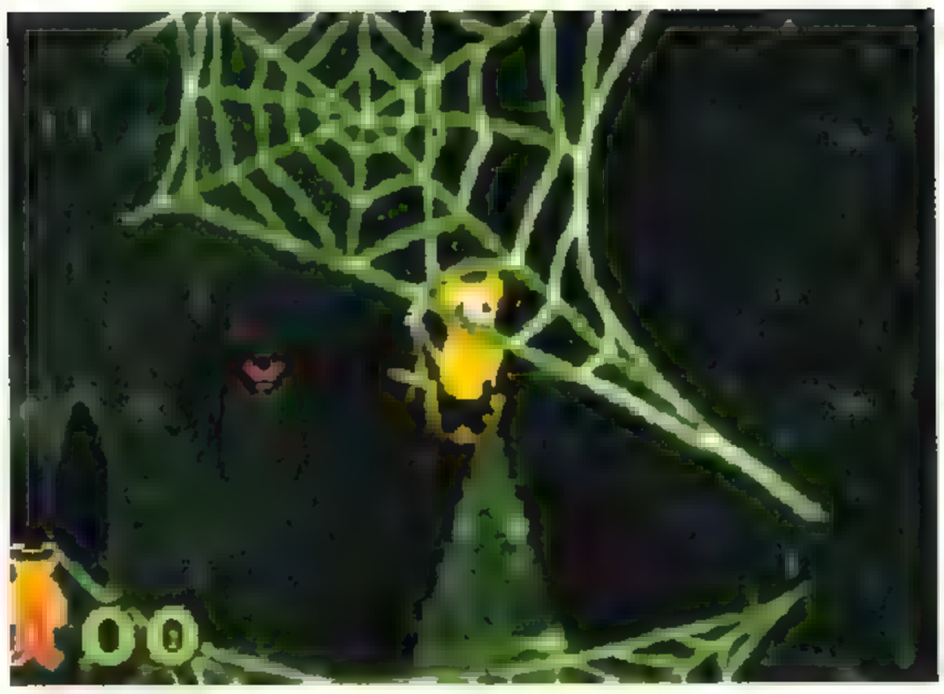
5

LOG ON

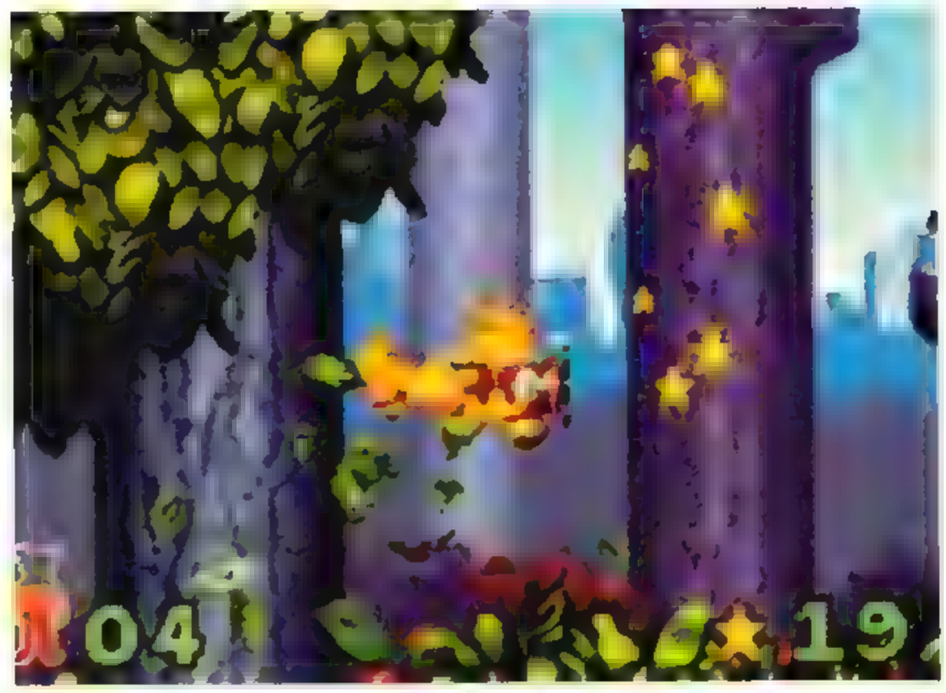
http://www.activision.com

IN BRIEF

Tiny silver screen star Stuart Little is a cheeky character who loves getting himself into all sorts of mischief. In his latest handheld game, based on the sequel to the massive 1999 movie, you get the chance to join the mouse with attitude as you fly a plane, drive his motor and generally run riot around the Littles' house in a GBA platformer that is a little better than you might think.



Stuart's mum has lost her wedding ring down the sink so he's got to don his waterproof gear and go on the hunt



The flying stage is one of the more varied levels and you'll find it provides a welcome break from the dull platforming

STUART LITTLE 2

THE ADVENTURING RODENT GETS ANOTHER OUTING TO COINCIDE WITH HIS NEW MOVIE BUT IT'S JUST A CASE OF SAME OLD, SAME OLD.

Estimated to have made over £130 million worldwide at the box office it was no surprise to see *Stuart Little 2* in the works and as it goes there's a new *Stuart Little* GBA platformer for you to play.

This game features standard platforming levels with the brave rodent dodging household obstacles and leaping over pots and pans in his attempt to complete various tasks. Finding paint so he can complete his plane and locating his mum's wedding ring are just some of the game's missions.

To break up the boredom a flying level sees you taking the controls of Stuart's plane and guiding it through 30 rings without crashing too many times. There's even a top-down driving stage where Stuart must find his way back home after school.

As you may have guessed, this is a game aimed at a younger audience with its vibrant colours and jaunty music giving it a pleasant feel good factor.

There's great fun to be had in the flying and driving levels. However, the platform sections are lacklustre which is a shame as they form the bulk of the game. The controls aren't as precise as they should be either and can lead to you falling from ledges and missing important jumps.

Despite being aimed at younger gamers this just doesn't have the invention to keep up with the competition, so stick with Mario or Sonic. **Dominic Wint**

Extra two-player race game link-up. Password save.

DETAILS

Price: **£29.99**

Release: **19 July**

Publisher: **Activision**

Some platforming stages may lack the urgency of established titles but riding Stuart's skateboard around the classroom breaks the monotony

VERDICT

GOOD

- Vibrant, colourful levels and jolly music bring a real sense of fun to the game.
- The flying and driving stages are both inventive and challenging.

BAD

- Dull platforming sections with sloppy controls and little in the way of surprises.
- No matter what your age you'll yearn for the excitement of Mario after a few plays.

6

MUPPET PINBALL MAYHEM

Price: £29.99

Release: Out Now

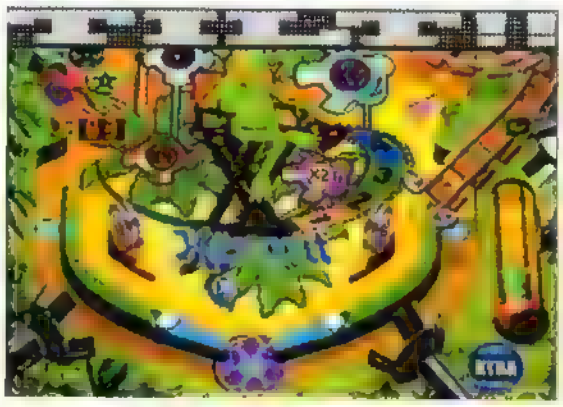
Publisher: Ubi Soft

Verdict

Four pinball tables inspired by the classic puppet comedy series, you get to choose from a Kermit, Miss Piggy, Gonzo and an unlockable Animal table (what, no Fozzy Bear?!) and must rack up those points.

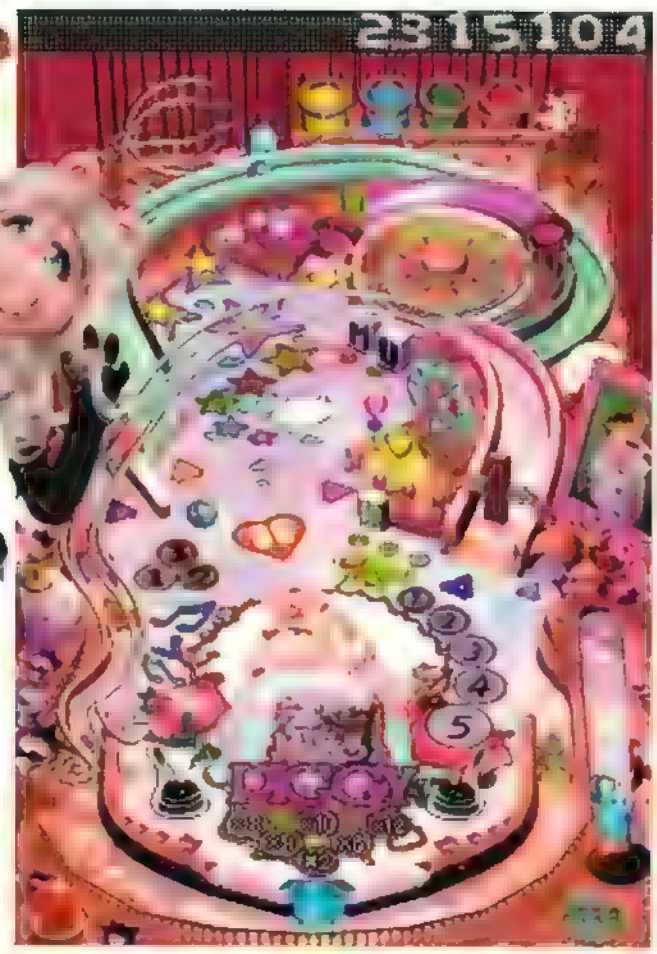
The tables are imaginative and colourful, although they are a little too cluttered and confusing. The ball physics are adequate at best and there's a general lack of detail which makes it look less than spherical at times.

For the most part *Muppet Pinball Advance* is good fun, but it lacks any real tension or excitement and may be too simplistic for some.



If you get over enthusiastic with the tilt button then you'll scupper your chances

Gonzo's popular enough but it would have been nice to get Fozzy Bear in there



The tables are certainly colourful, if a little rough around the edges

THE RIPPING FRIENDS

Price: £29.99

Release: Out Now

Publisher: THQ

Verdict

The world's most manly men come to the Game Boy Advance to try and stop Citrasett and his evil gang from destroying Planet Earth.

Choose from four of the biggest heroes to grace the small screen – Rip, Slab, Chunk and Crag – and do battle with Citrasett's minions over seven levels.

The stages may be huge but this is one of the most mind-numbingly repetitive games on the GBA. The graphics remain faithful to the *Ripping Friends* cartoon series but the chunky characters move around in a very wooden fashion.

There's little imagination in the level design and it also suffers from occasional slowdown. Unfortunately this is another poor cash-in on a successful cartoon.

Just one of the monsters you'll meet as a Ripping Friend

SPIRIT: STALLION OF THE CIMARRON

Price: £29.99

Release: Out Now

Publisher: THQ

Verdict:

The first horse 'em up to hit the Game Boy Advance is a tranquil affair aimed squarely at a younger gaming audience.

Based on the Dreamworks movie of the same name, a herd of horses has been scattered by a violent thunderstorm and it's your job to gain the trust of the wild beasts and reunite them.

You'll have to learn to tend to your horse by feeding, petting and singing to it as well as guiding your stallion along trails, avoiding wild animal attacks. While it's original, the game's executed poorly with sloppy controls and simple graphics.

Go too far into the wilderness and you could be bear grub

LOG ON

http://www.infogrames.co.uk

IN BRIEF

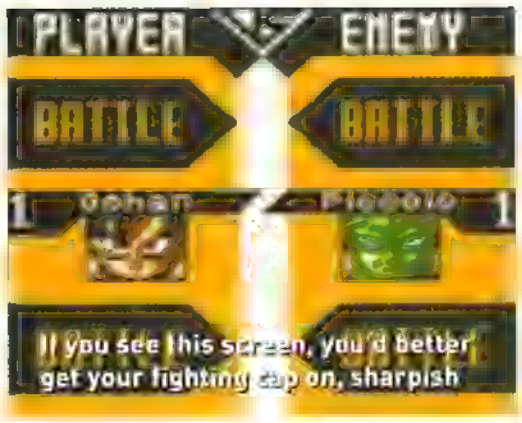
Guide Goku and Gohan in their quest to find the seven deadly Dragonballs before the Saiyans. Indulge in some card based battling en route, but be warned – the fate of the universe rests in your hands.

DETAILS

Price:
£19.99

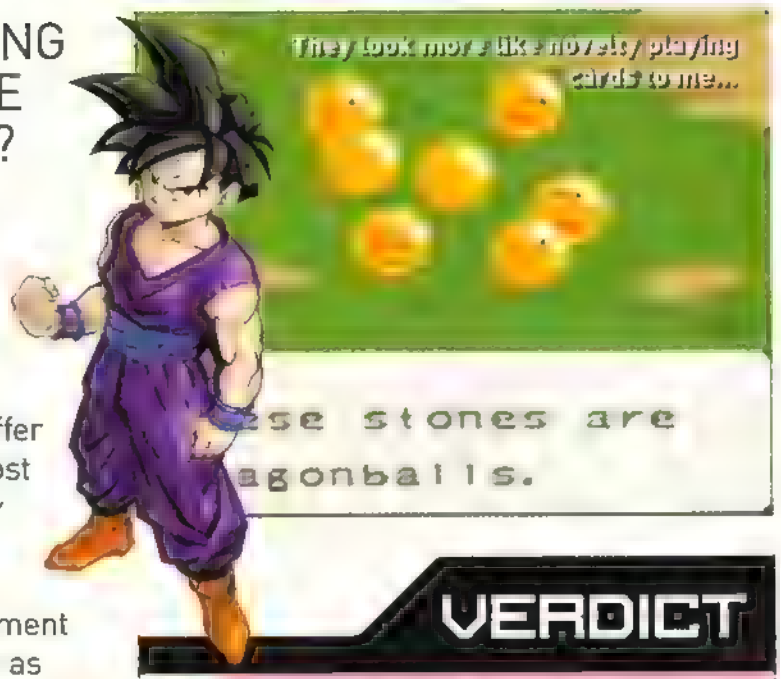
Release:
Out Now

Publisher:
Infogrames



DRAGONBALL Z: LEGENDARY SUPER WARRIORS

CAN THIS *DRAGONBALL Z* CARD BATTLING TITLE LIVE UP TO ITS POTENTIAL AS ONE OF THE BIGGEST CARTOONS ON EARTH?



In the brief absence of a new *Pokemon* game for Game Boy Advance, Infogrames has a chance to steal the pocket monsters' thunder and try their hand at turn based battling on Game Boy Color with *Dragonball Z: Legendary Super Warriors.*

Based on the hugely successful TV show, this is an RPG with great potential as *Legendary Super Warriors* focuses on the battling aspect of RPGs rather than puzzle solving. Instead of gradually unravelling the plot through your own exploring abilities, the story unfolds through minimally animated cut scenes and narration along the way.

The game focuses on the quest to uncover the seven sacred Dragonballs, which, if in the wrong hands, could spell disaster for Earth. The main controllable character is Gohan, although others become available at certain points during the game.

The highlight of this game definitely comes in the form of the well-animated battles, which offer a different approach to most RPG battles. In *Legendary Super Warriors*, battle cards are drawn at random, adding a real element of excitement to the fights as you are never sure which cards will be available to you at vital moments of your quest.

The battles, however, can also be the low point of the game, as they become repetitive too soon, offering little variation throughout. Also, some of the attacks are annoyingly weak and the music is best left muted.

The interesting plot and team battles help prolong the game's life, but it soon becomes apparent that this is a shallow game which should have been a lot better. **Benny Brooke**

VERDICT

GOOD

- Don't expect to complete this easily as collecting every battle card will take ages.
- The cut scenes are interesting and make the battles exciting.

BAD

- The battles are far too repetitive and become boring very quickly.
- Apart from battling other warriors, there isn't a lot else to do.

[illegible] GBC game for *Dragonball Z* fans, but the lack of depth to the quest and tedious battles lets it down. Decidedly average.

6

HMV
top dog for games

LETTERS

We always like to know what you think about the world of Nintendo and the winning scribble each month gets £50 worth of HMV vouchers. So what are you waiting for?

→ **Write to us:** Letters, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
→ **E-mail us:** Nintendoletters@emap.com

National heroes

I wholeheartedly agree with Matthew Woof's comment in issue 117 and feel that, while it is true the two of us may be among the rare breed of elite super gamers, needs have to be catered for. I remember as far back as the original *Super Mario Bros.* titles and the perseverance needed to complete the games led to an incomparable joy (and an unhealthy addiction). Since then I have never found this and whilst it may be a sign of a veteran getting old, I wish I could be up all night trying to progress on a platformer.

Omayr Ghani, via e-mail

It's certainly true that a lot of games are becoming shorter and easier which is disappointing, but it may also be the case that an older generation of Nintendo gamers are evolving into a race of super beings.

Run quicker

I read that the PAL GameCube was going to feature RGB output and the option to run games at 60Hz in the same way as Dreamcast and Xbox. Do you know if all titles will feature this option? If not, when you review a game, would it be possible to say if it has the 60Hz option in the Details section. In my opinion this should become standard on all consoles as we have waited months for titles to arrive and when they do they are bordered and slow.

Matt Allott, Rotherham

PAL GameCubes feature RGB output and some games have the option of running at 60Hz, but not all. It seems to be the discretion of the developers whether to include the option or not.

Keen eyed monster

On the back of my GameCube box, it mentions one of the pictured games as *Rogue Squadron: Rogue Leader II*, so someone's made a mass production mistake at Nintendo by putting on the wrong game name. I just thought you should know.

Sukhraj Singh, Ealing

Big mistake, definitely, but what are you doing reading the box when you could be enjoying the games?

There's something in the water

I think I have a small case of Nintendoitis as I've just purchased a GBA and GameCube and have completed *Luigi's Mansion*, but don't you think Nintendo is too slow releasing games in Europe? *Resident Evil*'s out in the US and we have to wait until September. According to my fellow Nintendo lovers, Datel is bringing out a peripheral that allows you to play US and Japanese games on PAL GameCubes. Is this merely stuff of dreams?

Joe Fletcher, Widnes

Datel are indeed working on a magic device that allows NTSC games to play on PAL GameCubes. We'll bring you news on this soon.

"It doesn't look good Mr Fletcher"

Quiet at the back

I recently played *Luigi's Mansion* on the GameCube, and it's excellent. I can understand what all the hype is about, but why has the GBA already been confined to tiny spaces for most *NOM* reviews? I don't have anything against *NOM*, but please show the mighty handheld console a bit of respect.

Thomas Bent, via e-mail

The truth is that we can't offer as much space to Game Boy Advance reviews as we used to because there are far too many releases every month and we'd end up producing a mag the size of the Oxford English Dictionary.

Import ignorance

In issue 117 Manuel Silva said his mate's got *Resident Evil*. How's that possible when it's not out until September? Liar, liar, bum's on fire.

Liam Thomas, Olbury

Steve Ballmar, Microsoft's President and Chief Executive Officer

Perspiration problems

Many times I've been handed a controller that has literally slipped out of my hands. PlayStation 2 controllers may have been voted the most comfortable around but after a match of *FIFA* they might as well be coated with butter as they become far too slippery. However, Nintendo has really made it easier for gamers and now I'm happy to report that after a few rounds on *Super Smash Bros. Melee* there is more grip than ever before. Nintendo really are the best around!

Lee, Bishop Auckland

It's true that even the mighty Nintendo 64 controller caused some major sweat problems, especially after a few 20 minute License To Kill sessions on *GoldenEye 007*. We too are happy to agree that the GameCube controller leaves your palms virtually moisture-free. Even our Mike's smell fresh.

IDIOT OF THE MONTH

Big N baloney

Have you seen the TV advert for *Luigi's Mansion*? It says 'you have one night to save Mario'. Should it be Luigi?

Gareth Rowlands, Wrexham

Oh dear. If you read through our *Luigi's Mansion* guide or play the game then you'll realise the error of your ways. Next!

QUICKFIRE QUESTIONS

Will there ever be a GameCube version of *Pro Evolution Soccer* in the near future?

Matt Wilson, Walsall
NOM: Yes

Is there going to be a cable that allows two GameCubes to link together for multiplayer games?

E. Maddalena, Ipswich
NOM: Yes

Are there any plans to release the classic *Super Probotector* Super NES game on the GBA?

Iain Pryde, Perth
NOM: Yes

Or he could have just bought a US or Japanese GameCube on import.

Life in the fast lane

I've got some of the best games for GameCube, but I'm starting to notice a lack of racers. PS2 and Xbox all have great speedsters, but I can't help feeling short changed in the racing division. Do you know of any that are coming out in the near future?

Simon Blackwell, Southampton

You're perhaps being a little bit narrow in your definition of racing games. GameCube has *Burnout*, *XG3*, *Crazy Taxi*, *Wave Race*, *SSX Tricky* and *Jeremy McGrath* to name a few. There's also *F1 2002* and *Colin McCrae 3* to come, as well as *Burnout 2*.

Hard as nails

I've never found the *Resident Evil* series scary, only slightly shocking in places. They've always seemed to be action orientated rather than a huge spook fest, but on seeing the recent pictures I couldn't believe how incredible and creepy it looked.

Alexander Ng, via e-mail

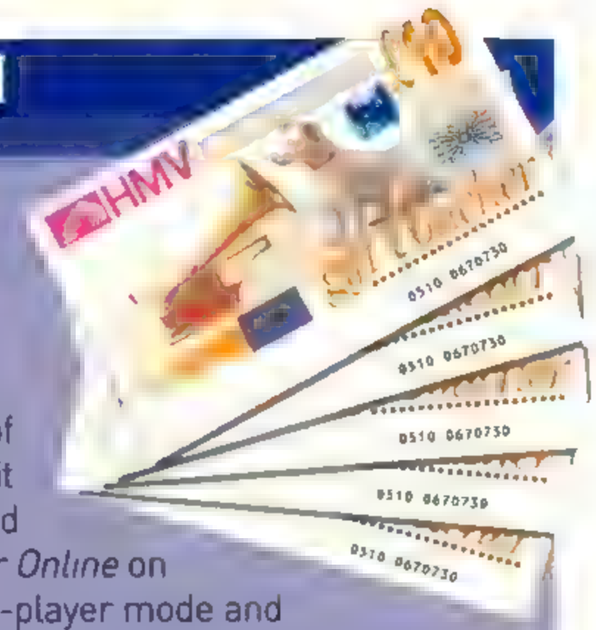
The increased power of GameCube has allowed the developers to really bring the horror to life. *Resident Evil 0* could well be the scariest game ever created.

Positive advertising

I'd just like to say that Nintendo has done a great job promoting GameCube. The Cube Club nights looked so cool and the adverts are mint. This is the best console launch that Nintendo has ever done and when I go into my local GAME, all posters for Xbox and PS2 are ripped down and GameCube ads are everywhere. It's been worth the wait and long may their success continue!

Sean Matthews, via e-mail

LETTER OF THE MONTH



Online obstruction

I cannot stress this enough – Nintendo must go online. Every now and then a development arrives that changes the whole of gaming and people don't notice it until it's taken over. I first realised this when I played *Phantasy Star Online* on the Dreamcast. I played it in one-player mode and enjoyed it, but after going online I was in awe of the sheer beauty of the game. The graphics and music create a fantastic atmosphere in which to mingle with fellow players from around the world. Having a co-operative theme that allows players to create friendships over the internet and enjoy the game together is just a wonderful thing and so much better than just fighting strangers endlessly in games like *Quake*.

My excitement at the return of *PSO* cannot be quantified and everyone who owns a GameCube should order a copy, but only if you can play it online. To be honest *PSO* offline with a multiplayer option seems a huge let down. Nintendo is right to think that broadband is some way off as no one sane enough would pay £20-£30 a month with connection and adapter fees to play games no matter how good.

To Shigsy I say this: "How do you judge whether a gaming experience is worthwhile?" To us players it would be a game so superlatively brilliant that you can think of no more enjoyable way to spend your spare time. I'm sure I'm not alone in thinking this, so please hurry up and get online Nintendo!

Darryl Cook, Brighton

Nintendo will probably argue that however well *PSO* sells, internet gaming is still very niche. They want to concentrate on making games that everyone can play on GameCube and not just those that consumers will have to pay extra to use. It'll take a major change to alter their opinion.

And what about the music in the TV ads? We reckon it's that a single should be released as soon as possible. What about it Nintendo...?

exciting, it's the fact that the long running feud between Nintendo and Squaresoft is ending and, like you say, that means more games for us.

WHAT'S WRONG WITH NOM?

Don't keep having a go at us. The elves came in at night and changed it

Kelly gives it welly

When I was reading June's issue of *NOM* I noticed that in the Winner Stays On top ten Golden Sun was a new entry at number seven and staying the same when in May's issue *Golden Sun* was at number seven.

Adam Kelly, Wantage

Obviously our chart updating skills evaded us for a second and allowed this clanger to slip through the net. It won't happen again. Sorry.

More games = all good

I just can't believe that 14% of your readers were not happy about *Final Fantasy* coming back to Nintendo. I hate it too but at least with another series taken from Sony to Nintendo, we can be sure that more people will want to buy a GameCube.

Keith Foreman, via e-mail

It's not so much the fact that *Final Fantasy* is coming to GameCube that's

The first test 'Cube baby was born

We want more

I know it's great that Sega classics are being produced for GameCube, but ports of below par games like *Sonic Adventure 2 Battle* and *18 Wheeler* are just plain pointless. What about *Shenmue* instead...?

James Burling, via e-mail

We're right behind you on this one. What about it Sega? *Shenmue* would be awesome on GameCube...

Nintendo®

OFFICIAL MAGAZINE

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If you're finding a game too tough, or want to unlock hidden goodies we're here to help. Because now you can receive the latest GameCube and Game Boy Advance tips straight from the experts at *NOM* to your mobile phone, thanks to our new SMS tips service.

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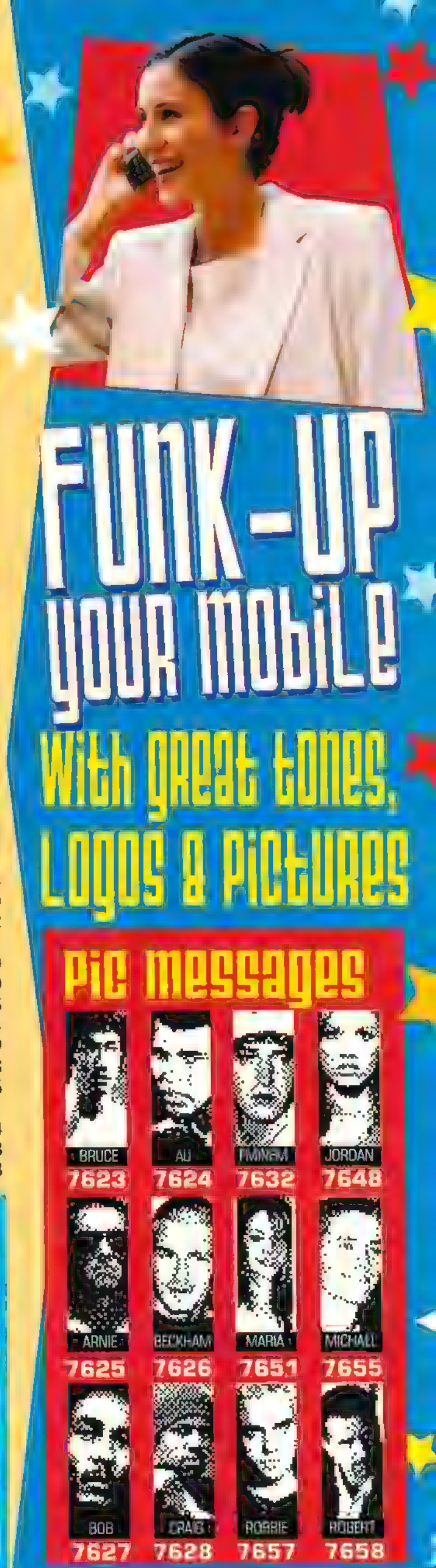

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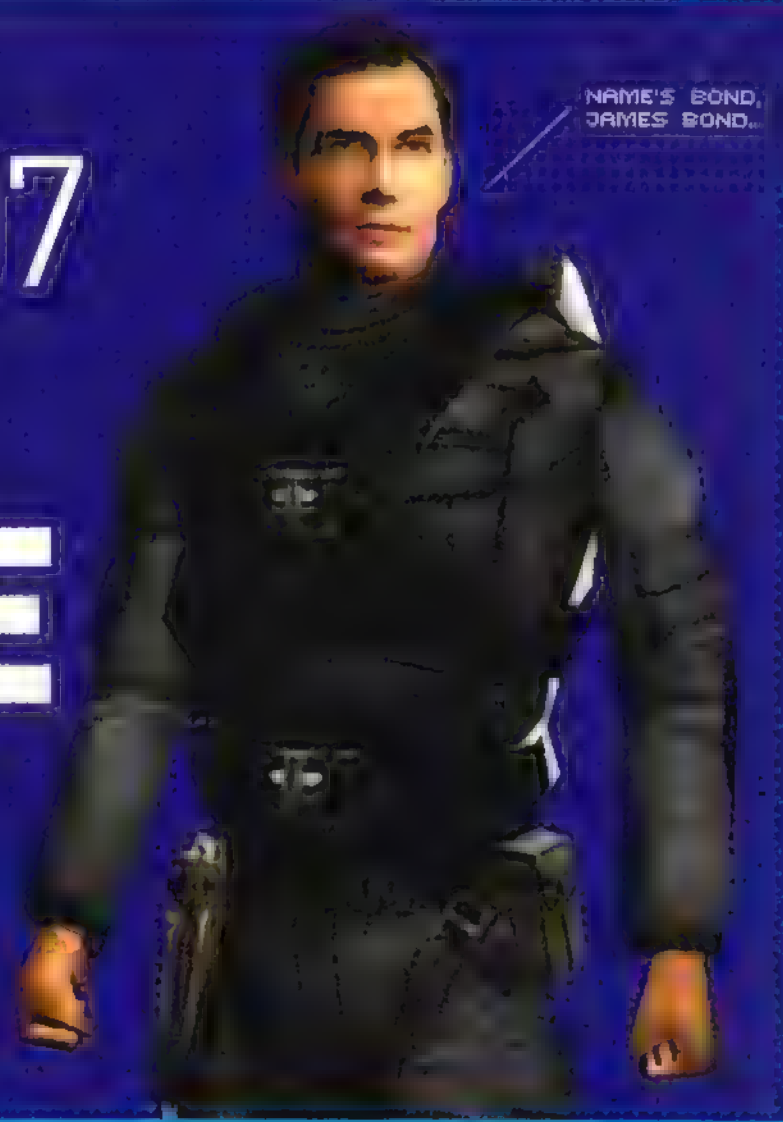
JAMES BOND 007 AGENT UNDER FIRE



A SECRET AGENT'S GUIDE TO ALL 12 CLASSIFIED MISSIONS

James Bond may make spying look easy on screen, but believe us, *Agent Under Fire* is no pushover. With our help though we'll get you through...

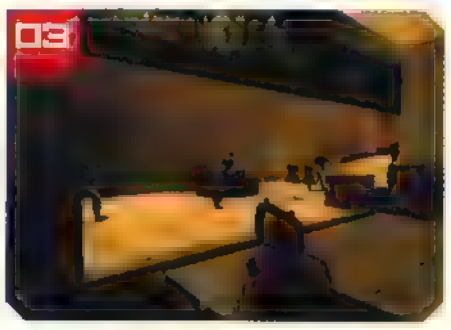
TROUBLE IN PARADISE

- Infiltrate research facility
- Find courier case containing vials
- Rescue CIA agent Zoe Nightshade

INFILTRATE RESEARCH FACILITY

■ You can enter the facility through the front door using your Q-Decryptor or grappling up to the roof with the Q-Claw – both known as Bond Moves. If you enter by the roof, drop inside and punch the guard.

■ He'll drop a keycard to open the Armoury (that's next to the entrance) where you'll find new weapons. Enter the glass room opposite, go down in the lift and use the Q-Laser to open the gate by the desk.



■ Head down the hallway and shoot the canister on the fork-lift truck to kill the guards. Shoot down the hanging crate to kill the next guard. Hide behind the crates where the body armour is located to avoid the final wave of goons.

FIND CASE CONTAINING VIALS

■ When you arrive in the next room, the enemies will turn out the lights and take cover. Work your way along the side of the room, shooting the guards as you see them. Once at the back of the room you'll locate the courier's case.

RESCUE CIA AGENT ZOE NIGHTSHADE

■ Take out the sub's sniper and use his gun to take out the goons who are higher up. Enter the lift on the far side. Walk around the edge using crates for cover and target barrels to kill multiple guards. Walk onto the sub and free Zoe.

007 TOKEN LOCATIONS

- On the roof at the start of the first level.
- On some crates in the room after the first lift.
- By the left wall of the room where you must find the courier's case in the dark.
- At the entrance to the submarine pen.

PRECIOUS CARGO

- Infiltrate Identicon facility
- Locate missing vials

INFILTRATE IDENTICON FACILITY

■ Shoot the guard out of the first helicopter for a Bond Move bonus, then destroy the chopper. The next attack comes from a car giving chase on the road behind. Spin round and shoot.

■ To get extra Bond Move bonuses, shoot out the tyres of attacking vehicles instead of destroying them. Take out the van as you drive into town and as you turn left down the alley, shoot the enemy.

■ When the car stops in the square, shoot the barrels to clear the exits and get a Bond Move award. As you escape, shoot the helicopter and the two limos that give chase.

■ The next roadblock is right by a petrol station. Shoot the petrol pumps to cause a big explosion and finish off remaining units with the CH-6. Now shoot the guards at the entrance to the Identicon facility and plough straight in.

LOCATE MISSING VIALS

■ In the first room inside the facility, shoot the left pillar in the centre of the room to kill most of the enemies and clean up with the KA-57S. As you slowly move forward, quickly kill the guards who are up ahead and on your right.

■ In the last room, blow up the barrels on your right and kill any remaining guards. **Shoot the red button** behind your car to move the crane towards the generator. Now shoot the red block on the crane to open the doors.

007 TOKEN LOCATIONS

- Shoot the first roadblock with rockets before turning left in the alley.
- Destroy the helicopter above the trees after the ambush in the square to collect your second token.
- Kill the guard on the street corner before the petrol station.
- Take out every guard outside the Identicon building.
- Use a rocket to destroy the pillar in the first room of the facility and a token will appear for you to collect.
- Take out the fans on the right in the facility's second room.

DANGEROUS PURSUIT

- Locate stolen vials
- Disable armoured van

LOCATE STOLEN VIALS

■ After the first right, collect the Q-Smoke then take out the roadblock by shooting the barrels to the left to get a Bond Move award. As you enter the tunnel you can add another useful Bond Move to your collection by shooting the right barrel.

■ Now you are in the city you can go wherever you like. The arrow on your radar points towards the position of the van with the vials but you don't have to go there yet. You can drive around getting supplies first.

007 TOKEN LOCATIONS

- At the start of the level, turn around and drive the other way to find a token.
- Inside the wooden crate in the road before the tunnel.
- Exit the tunnel and go left. Stay on this road until you reach a large building near water. The token's in the tunnel.
- Inside the petrol station that's a short distance from the third token. You'll find it next to the petrol pumps.
- Continue down the road you were on and you'll find the last token sitting on the grass verge on the left.

DISABLE ARMOURED VAN

■ Once you have enough supplies, follow the arrow to the van. Upon seeing you the van will speed off with limos following to provide cover. Give chase and use missiles to get rid of the cars and pull up alongside the speeding van.

■ Do not shoot at the van as you will damage the vials and fail your mission. You will have to catch up and use the Q-Pulse instead. This handy gadget will send out an electrical pulse from your car that'll disable the van if you're close by.

■ The van will be travelling at about the same pace as your car at full speed so you'll need to cut off, turn corners tighter or use the Q-Booster. When you're near, activate the Q-Pulse and keep up until it disables the van for the final time.

BAD DIPLOMACY

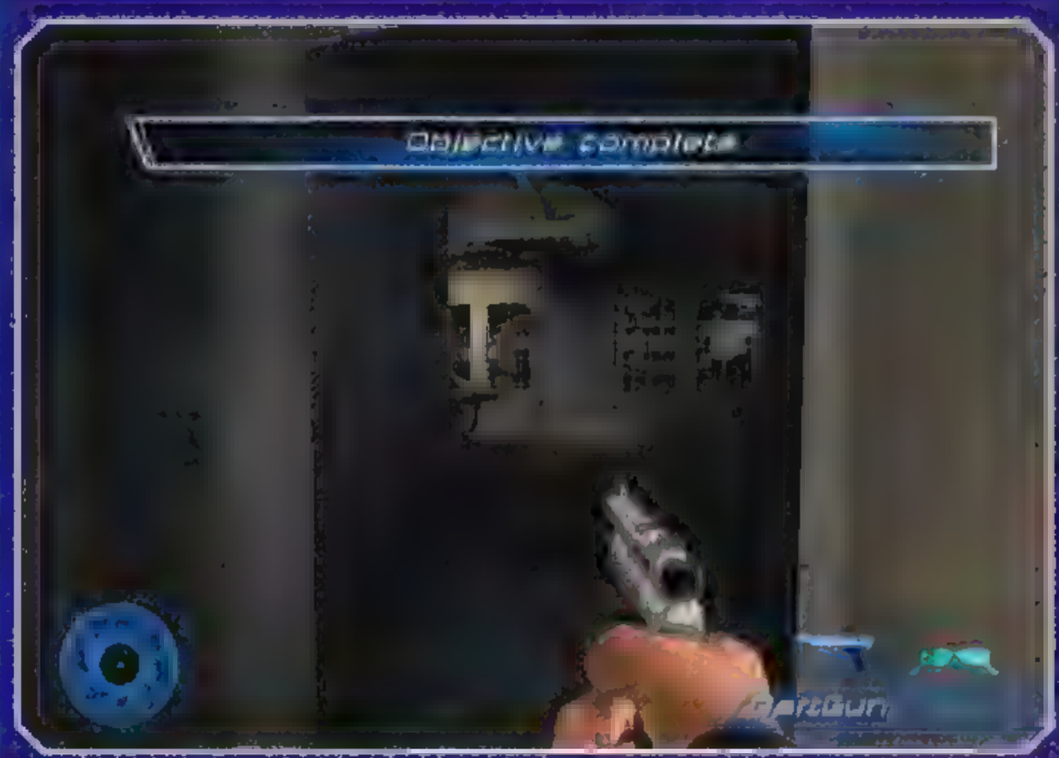
- Infiltrate private quarters on top floor
- Gain access to secure room
- Use passcode generator on Griffin's computer to access secret files
- Escape embassy undetected

INFILTRATE PRIVATE QUARTERS

■ At the start of the level shoot the first guard before going up the stairs. Sneak into the hallway and go up in the lift. Keep a look out for any patrolling guards as you exit the lift then turn right and walk down the hallway into the kitchen.

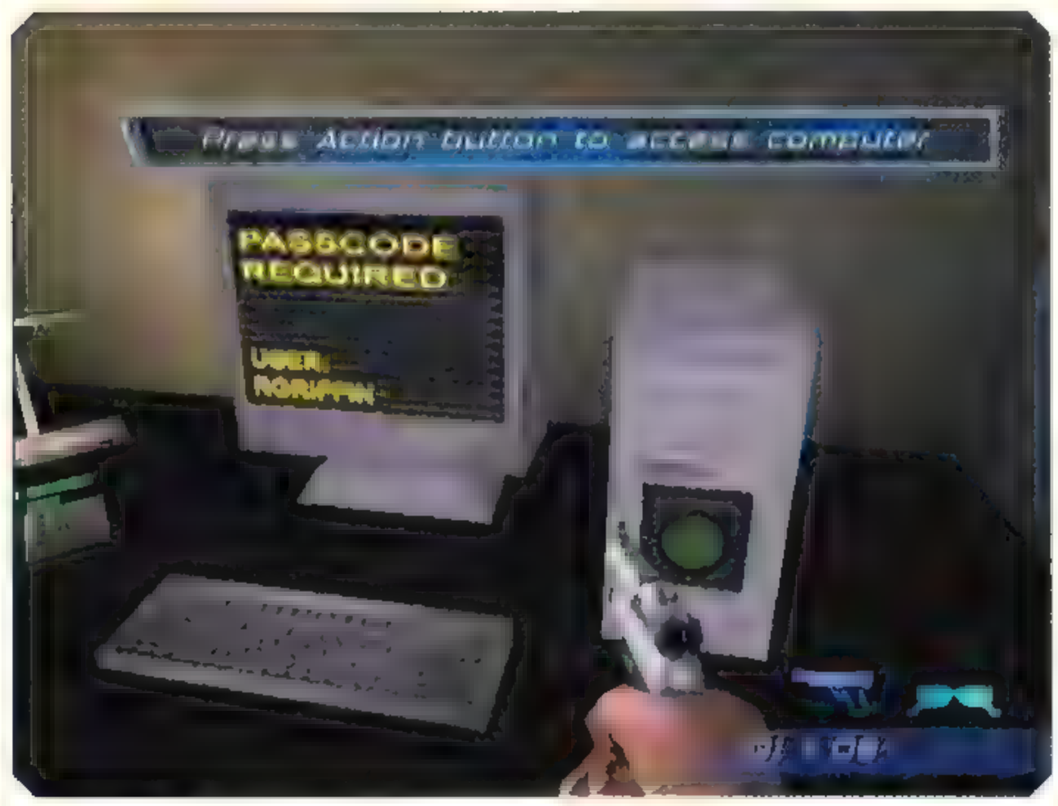
■ Bond will make a noise, alerting a guard. Run and shoot him quickly, plus the guards patrolling the hallway behind him. Jump over the laser, climb through the open window and onto the balcony. Now use the special Q-Claw to climb up to the top floor.

GAIN ACCESS TO SECURE ROOM



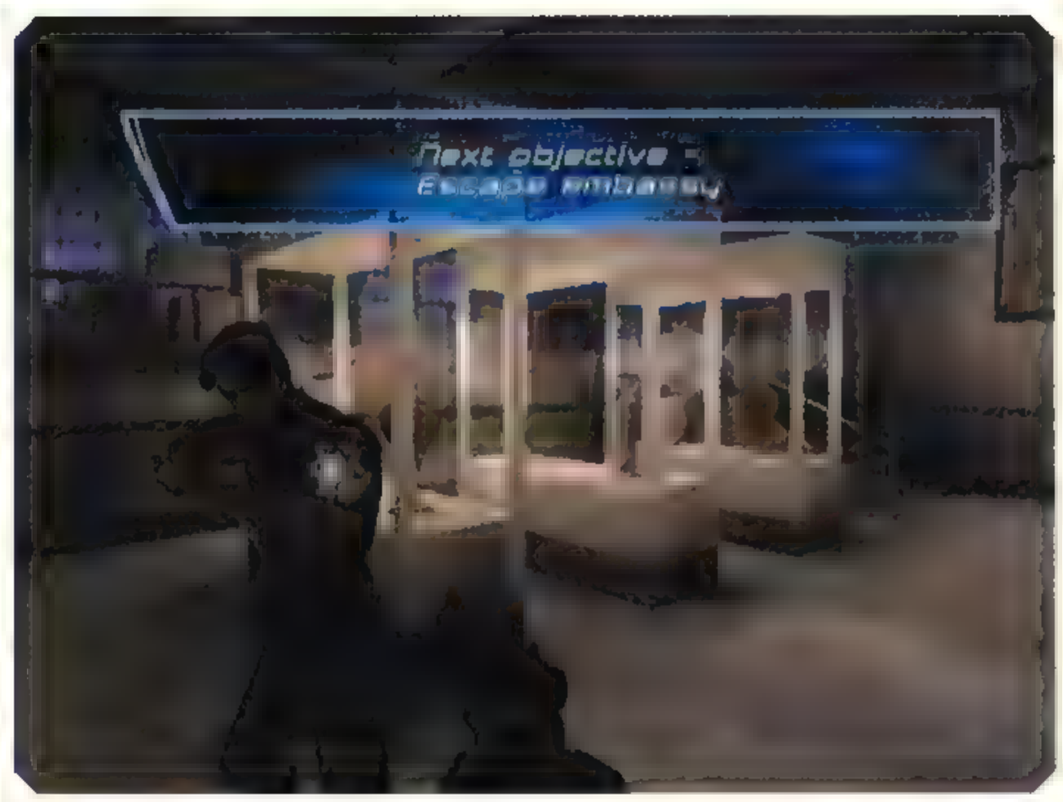
■ Go into the room with the statue and open the door on your right. Watch the cut scene where you collect the keycard to the Kraits room. Walk through the room and use the keycard to open the door on the right that leads into the secure room.

GRIFFIN'S COMPUTER



■ After the impressive cut scene, quickly shoot the Griffin lookalike and he'll drop the passcode generator needed to access Griffin's computer. Pick up the item and walk back to the computer terminal to access it. Now listen to the important message that plays on the computer.

ESCAPE THE EMBASSY



■ Head back to Griffin's office and through the other door. Walk through to the hallway and shoot the guards. Jump over the laser and take the lift back down to the ground floor. Run towards the exit, shooting the final guard before you leave.

007 TOKEN LOCATIONS

- On the ground floor, walk past the lift and into the far room for your first token.
- Take the lift up to the second floor. Once there, quickly walk left to the upper floor of the entrance hall.
- Go through the kitchen, past the open window and press the action button on the wall to the left of the locked door.
- You'll see a 007 token in the exhibition room that's past Griffin's office as you escape the embassy.

COLD RECEPTION

- Photograph satellite imagery
- Take snaps of the blueprints
- Retrieve data from basement mainframes
- Use tram cable to escape facility

PHOTOGRAPH SATELLITE IMAGERY

■ Climb up onto the platform and press the button on the desk with the Bella name tag. Go through the opened door and into the vent. Shoot the guard who is in the next room, and another that'll enter soon after. Snap the satellite image.

PHOTOGRAPH BLUEPRINTS

■ Go back into the vent and along to the far exit in the next room. Shoot the guard standing on your left, exit and enter the vent on the other side. Clear the guards who are in the next room then snap the blueprints on display.

BASEMENT MAINFRAMES

01

■ Go down the hallway and turn right at the lift. Shoot the guard and pick up the keycard. Step into the lift and go down to the basement. Kill the next enemy you see and proceed to the room where the mainframes are located.

02

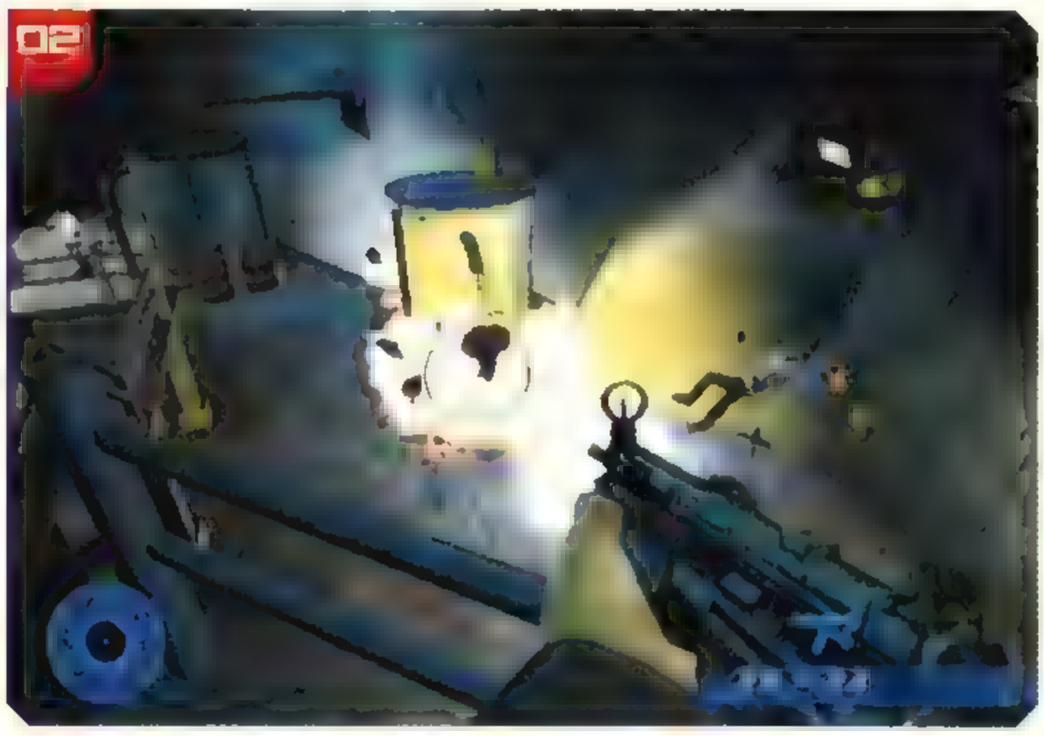
■ Head to the other side of the room and hit the Action Button on the computer to disable the alarms. Kill both guards in the room before using your Q-Decryptor on each of the three data ports on the mainframes.

ESCAPE THE FACILITY

01

■ Go through the door at the far end of the mainframe room and carry on until you reach the lift. At the bottom, use the Q-Claw to climb into the vent above the door ahead. Shoot any guards that you can see, then drop down and kill the rest.

02



■ Soon they will start closing the blast doors. If you don't make it through, enter the vent above the doors and kill any guards by firing a few well placed bullets at the explosive barrels.

03

■ Enter the room with the green light indicator and reprogram your Q-Remote to open the door on the top floor. Use the Frinesi to take out the two soldiers and the sniper. Clamber up the ladder and escape on the tram cable.

007 TOKEN LOCATIONS

- Press the switch on Bebe's desk at the start and go down the opened hallway.
- In the vent that leads to the room with the blueprints.
- Next to the door you enter in the mainframe room.
- At the end of the cavern under the mainframe room.
- Go to the vent at the cave entrance, then grapple across.
- After the doors and by a tank below the blue cave entrance.
- In the same blue cavern, on top of a tank. Climb up using the emergency shut-off valve.

NIGHT OF THE JACKAL

- Use Q-Claw to enter R's safehouse
- Infiltrate embassy
- Rescue five civilian hostages
- Find secret passage and rescue Damescu
- Destroy helicopter gunship

ENTER R'S SAFEHOUSE

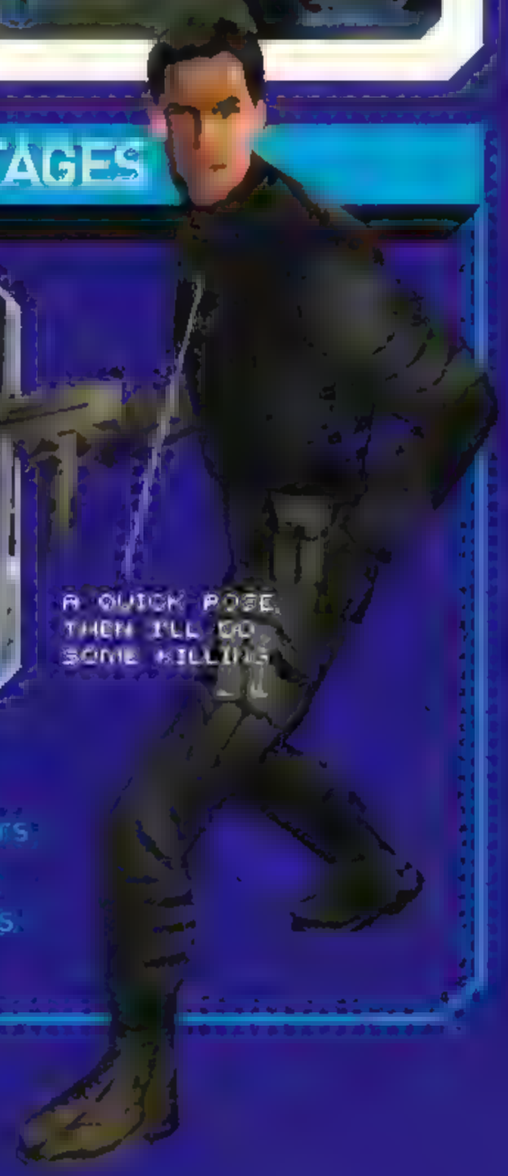
■ After seeing the bus go round the embassy, use the cars as cover to take out the terrorists and the sniper. Get a Frinesi and some body armour from shop windows in the left alleyway, then steam down the other road.

■ Bag more soldiers and the sniper on the balcony. Grapple up to the ledge and jump to the balcony to get the SSR-4000 the sniper dropped for a Bond Move. Grapple back and enter the safehouse through the balcony doors.

INFILTRATE THE EMBASSY

■ Sneak into the bathroom and approach the shower to meet R and pick up the keycard. Walk through the secret passageway situated behind the shower and grapple to the embassy outside. Carefully drop down and enter the door that's below.

RESCUE FIVE HOSTAGES



■ Head upstairs and you'll see a hostage rush by you. Take out any terrorists who follow, then the others to your left. Continue walking down the corridor and shoot any terrorists behind the glass to save the rest.

RESCUE DAMESCU

■ Jump through the glass and continue slowly down the dark corridor as the wall explodes. Enter the kitchen and kill the terrorist using the worktops as cover. Continue into the large room and open the secret passage behind the British flag.

DESTROY HELICOPTER GUNSHIP

■ Go down in the lift and kill the guard. Shoot the barrels for extra ammo and armour, then enter the next room to confront Carla Jackal. Using the crates as cover, duck out to shoot her when she stops firing.

■ Shoot the barrels when she's next to them for extra damage. When she stands above the large vent press the switch to the right to push her in. Head up, through the door and out to the helipad to see the gunship.

■ Pick up the MRL-22 to the left. Use crates to avoid its gunfire and dodge out the way when the gunship fires its missiles. Use the MRL-22 to damage it when it hovers and use the FSU-4 to blow it out of the air for good.

007 TOKEN LOCATIONS

- Your first token is in a shop window near the sniper in the street.
- Your second 007 token is on the small balcony where the sniper stands next to the safehouse.
- In the office near to a terrorist who is holding two hostages.
- Your final token is next to a crate on the helipad.

STREETS OF BUCHAREST

- Retrieve Q-Locator
- Locate data chip
- Deliver data chip to R

RETRIEVE Q-LOCATOR

This is another free-roaming driving stage so head towards your objective, pointed out by the arrow on your radar. At the station, drive behind the train to find the Q-Locator.

LOCATE DATA CHIP

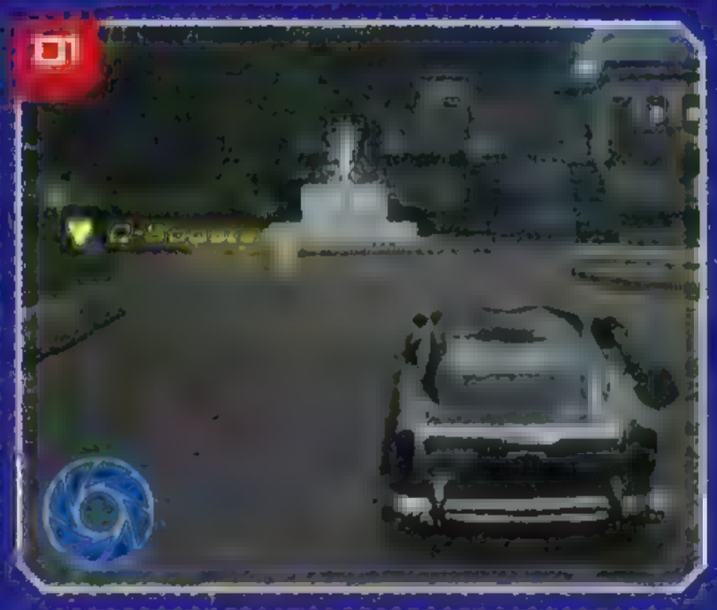
Follow the arrow as before and grab missiles on the way as two rockets will deal with enemies who attack from cars and vans. The Q-Locator is in a small park through an alley.

007 TOKEN LOCATIONS

- At the first fork in the road burn onto the grassy area for your first token.
- Turn left at the first intersection and into an alleyway.
- Continue down the left turn from the first intersection.
- In the train station, turn right and go further down the tracks.
- Shoot the gas tanker to destroy the vans in the tank section.
- When controlling the tank, destroy both helicopters before you smash through the building.

DELIVER DATA CHIP TO R

01



First you have to jump across a river. Follow the arrow down a path, through a park, over a jump and down some stairs. Grab the Q-Booster up ahead and prime it ready for use. Activate the booster as you approach the river.

02

Now you're in a tank but it moves along a set path so all you control is the guns. You have two weapons: a Chain Gun and a Cannon, but you will need to save at least one Cannon shell to clear a roadblock later in the stage so be careful.

03

At the start, shoot the two cars up ahead before they fire any missiles. Next up, look backwards to take out an approaching limo, then swing round and shoot the car ahead. You'll be blocked off at the end of the next alley.

04

Shoot the barrels ahead to take care of them and get a Bond Move. Next up is another roadblock. These guys shoot rockets so use your Cannon to clear them. Use the Chain Gun to take down the helicopter and car that are up ahead.

05

Take out the helicopter that hovers above the bridge with your Cannon. Further on, get rid of two armoured vans by shooting the gas tanker. Destroy the helicopters and the stretched limo after smashing through the building.

06

Use Night Vision Goggles you're given to spot guards in the darkness. When they switch off, take out the helicopter and the enemy to your right. Smash through the final roadblock by shooting a red gas tank on the train with the Cannon.

FIRE AND WATER

- Infiltrate the control room
- Chase Bloch into pump room
- Escape pump room
- Enter tower control room and confront Bloch

INFILTRATE THE CONTROL ROOM

■ Walk along the pipes and up the ladders from floor to floor, taking out the guards before they can sound the alarm. The third floor has two soldiers so be careful. Climb the final ladder to the control room at the top.

CHASE BLOCK TO PUMP ROOM

01

■ Shoot the guard first then run towards Bloch to make him run away. Reprogram your cool Q-Remote on the computer then open the door with your Q-Laser. Destroy the jet outside with your gun before heading outside.

02

■ Kill the guards then go down the stairs and shoot at Bloch with the Calypso gun until he runs away. Shoot the guard above and unlock the gate. Head through and into the vent on your right. Follow the path to the pump room.

ESCAPE PUMP ROOM

01

■ Kill the first two guards, then pick off the snipers with the SCR4000. Head down, kill the rest, then walk up the stairs on the far left. Lure the armoured guard to the door then shoot the barrels. Press the switch in the control room.

02

■ Kill the two guards that appear down below, then recharge your Q-Jet and jump onto one of the pumps. Leap to the large area at one end of the pump as it descends, then head to the upper floor as it rises. Kill guards and escape.

CONFRONT BLOCH

01

■ Climb up the ladder to your right and kill the sniper. Use the cable hook to reach the base of the tower and take care of any waiting guards. Take the lift up and destroy the barrels to get your hands on the MRL-22. Next you'll be faced with a massive helicopter gunship so take it down with your rockets.

02

■ Get your Q-Remote primed and slowly edge up the ladder. Using the neat Q-Remote, release two platforms where there are snipers. Kill the grenade thrower above then use the Q-Jet to jump on the platforms. Climb to the top and enter trap door.

007 TOKEN LOCATIONS

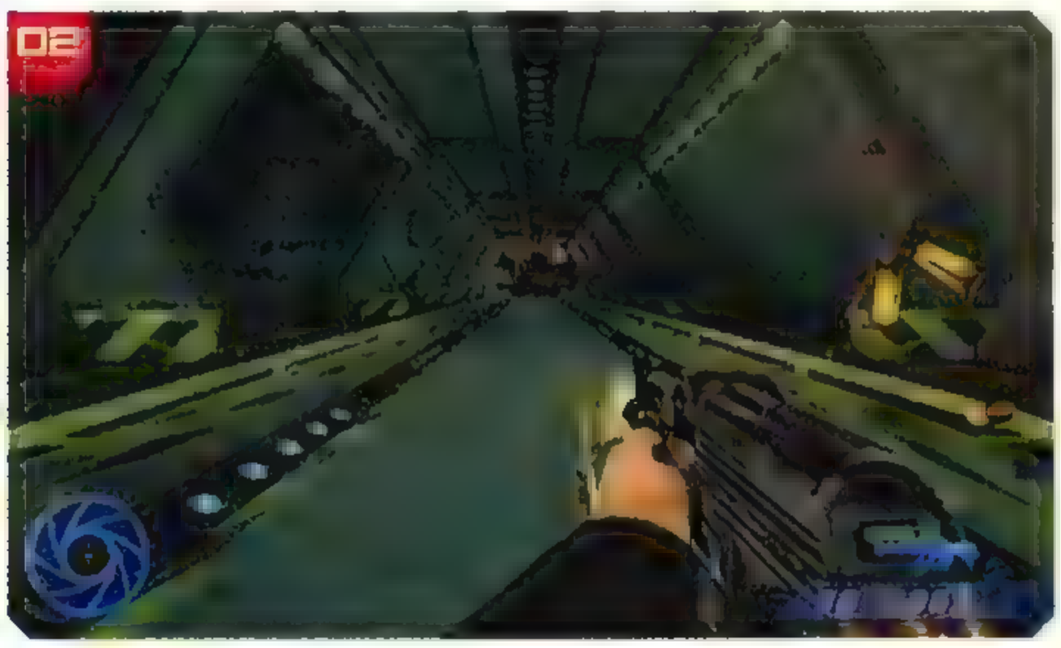
- Outside the control room at the start of the stage, next to some crates.
- After seeing Bloch for a second time, walk through the gate and into left vent to reach a secret room.
- Before entering the pump room, walk left and search around the two cranes for another token.
- Underneath the entrance to the pump room.
- On a platform at the far end of the pump room.
- Exit the pump room and walk to your right.
- Another token's on your left as you exit the pump room.
- After blowing up the helicopter from the tower, take a look next to the crates that are nearby for your final token.

FORBIDDEN DEPTHS

★ Eliminate Nigel Bloch

ELIMINATE NIGEL BLOCH

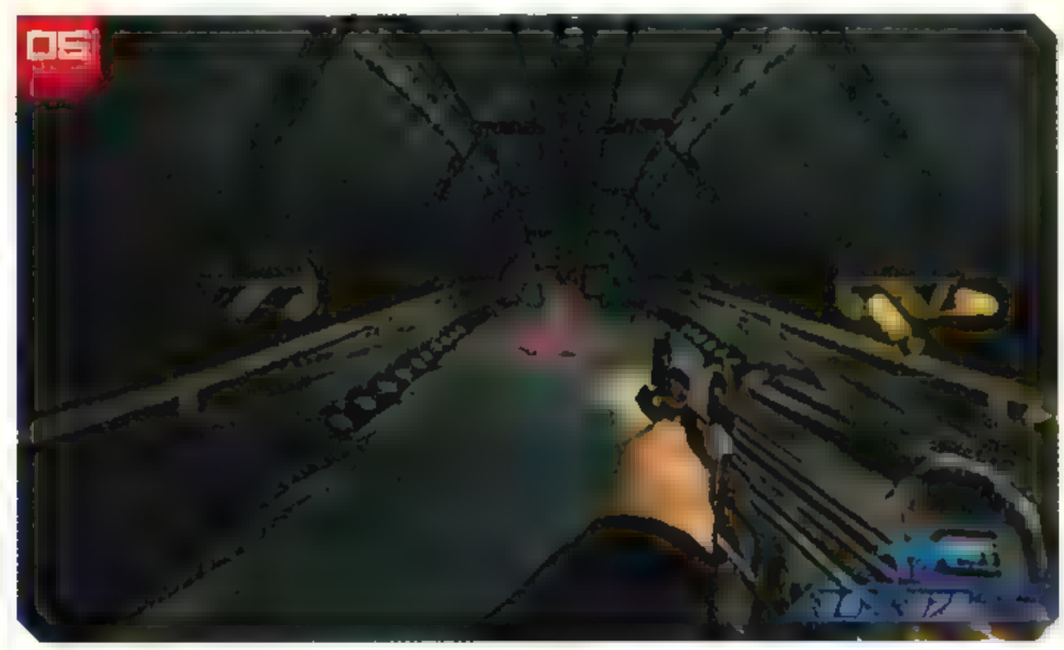
■ This is another mission where you move along a set path and have to fend off attacking enemies with some sharp shooting. As well as enemies on foot there are others in vehicles, and make sure you look out for the automatic guns on the ceiling.



■ The automatic guns flash with a red light so shoot them before you get too close. Standing guards aren't hard to deal with as they have no accuracy at long range. Eliminate them from a distance and they'll pose no threat to you.

■ When being confronted by a guard in a transport car, just pound the vehicle with shots and they'll explode. Your transport will be intercepted near the start, so shoot all the guards who are standing to your left, then shoot the red button to continue.

■ When you hear someone say "Just you and me" turn around and shoot the transporter behind. Your car stops at the next ambush, so shoot the barrel to the right to kill a pack of guards and take out the other goon who is on the raised platform.



■ Kill the enemy on the left, then when the door opens, quickly eliminate the waiting guard before he fires a rocket. When you see Bloch in a transporter, don't shoot him. Aim at the ground behind Bloch and shoot the mines he drops.

■ As he turns left, you'll go right. Shoot the fans and red buttons to clear the steam. When you reach the central chamber, shoot the three guards near the rail your car is on then shoot at Bloch until he retreats to the room.

■ Now kill the three enemies who are firing rockets and Bloch will open a lava pool below. The heat will drain you energy so use the RCH-1 to shoot at the three red parts above. Remember, you can guide 007's missiles manually.

007 TOKEN LOCATIONS

- Shoot both guards in the raised red room near the start to get your first token.
- Same as before, shoot both guards in the red room above the track later in the level.
- Should you manage to destroy all of the mines Bloch drops before they hit you, your reward will be a token.
- Awarded for destroying every roof-mounted automatic gun.

POSEIDON

- Infiltrate clone labs
- Raise lab equipment temperature
- Increase lab system pressure
- Disrupt chemical balance in lab system
- Board submarine to escape

INFILTRATE CLONE LABS

01

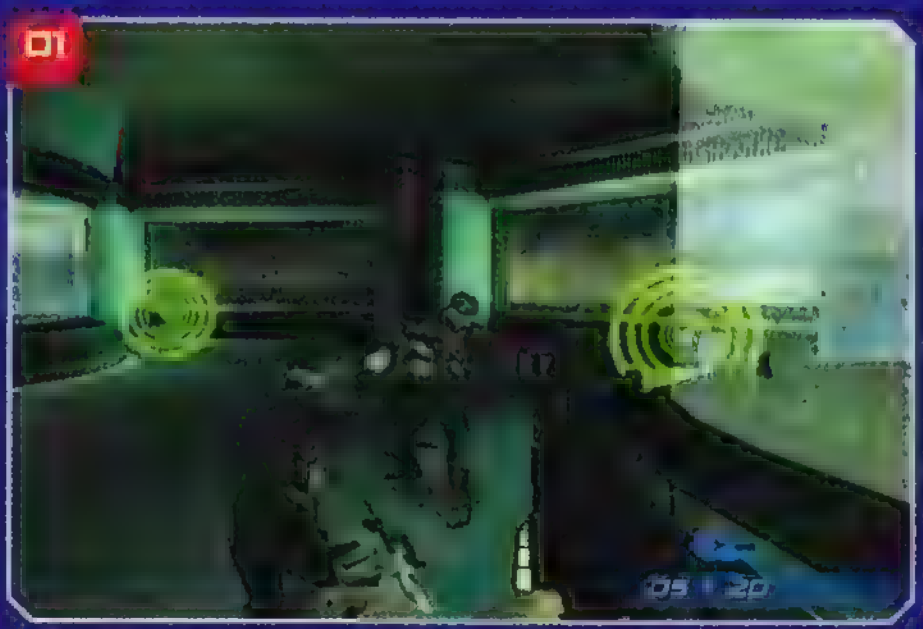
■ Open the vent and walk through. Get a head-shot on the guard then exit. Use the Q-Decryptor to open the door ahead then kill the guard and grab the ammo. Retreat and go through the door. Kill the two guards and enter the lift.

02

■ Kill the two armed guards who arrive in the lifts as you enter the room, then exit through one of the doors behind you. Kill the three gun-toting enemies in the next corridor, then enter the door ahead that leads to the lab.

DESTROYING THE LABORATORY

01



■ There are many guards in this room, but keep moving while you shoot and killing them will be no problem. Download the three computer files to your Q-Remote by clicking on the green light. Kill the last guard then enter the lift he came from.

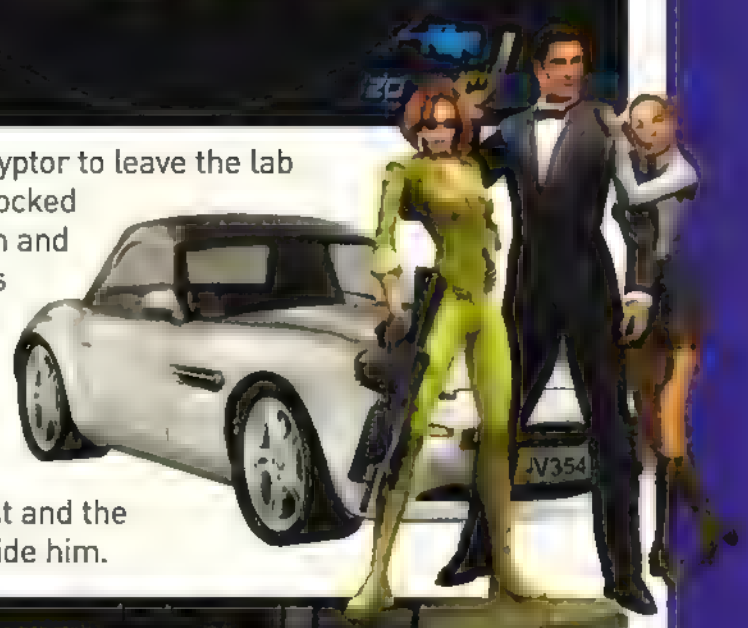
02

■ Take care of the Chain Gun on the roof first, then take out all the guards. The lasers around the room will go out, so walk round and click on the three lights with your Q-Remote to complete the final three objectives.

BOARD THE SUBMARINE TO ESCAPE

01

■ Use your Q-Decryptor to leave the lab room through the locked door. Load your gun and take out any guards who are waiting for you. Up ahead, use the sniper sight on your UGW to take out the grenade thrower on the right and the two snipers alongside him.



02

■ Head through the left door and press the green button in the next room to lower a platform to the submarine. Follow the path that leads down to the submarine, killing any guards as you go. Blow up the barrels to take out more than one at a time.

007 TOKEN LOCATIONS

- In the larger vent in the first room.
- In the right of the room where you download the three computer files.
- Under the stairs at the entrance to the lab room with the laser security and roof-mounted guns.
- When you enter the room where the submarine is docked, walk right and enter the storage room.
- After descending the stairs next to the submarine, watch your back as you walk left and enter the vent.

MEDITERRANEAN CRISIS

- Find briefing room for M16 update
- Disarm warhead
- Rescue Zoe Nightshade
- Destroy clone leader's helicopter

GO TO BRIEFING ROOM

■ If you managed to pick up the verification card in the previous mission, you'll start outside. Climb up the ladder, into the ship, down the stairs and proceed along the path marked 'Briefing Room'. If you didn't get the card, you'll start in a prison cell.

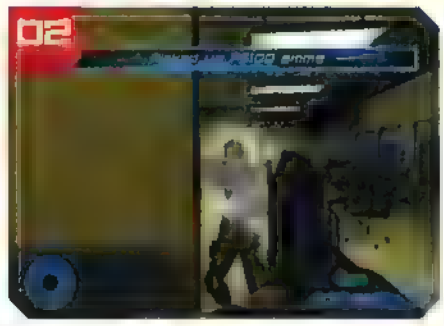
■ If this is the case you won't have any weapons but you will still have your Q-Gadgets. Burn off the lock to your cell with your Q-Laser and knockout the guard. Grab the Frimesi, exit the room and go past the stairs to the briefing room.

DISARM WARHEAD

■ Go out the other door and continue to the hangar. Dispose of the guards and a platform will lower. Kill the guard who appears then the two goons who come from the door on the far side of the room. Go through that door and up the ladder.

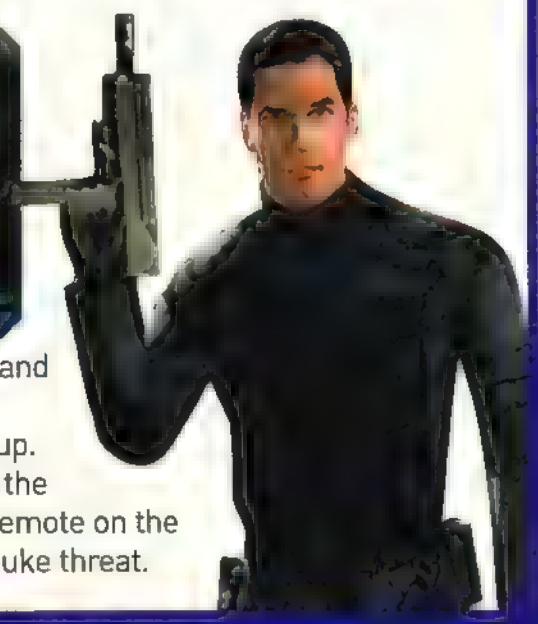
■ Kill guard and download the harrier file to your remote. Next go back down the ladder to the second hangar. Dodge around the crates and posts, taking out the enemies. Go round the left of the harrier, up the stairs and through the door.

■ An armed guard waits at the top of the stairs. Continue to the small red room. Use the Q-Remote to start the harrier and kill the enemies outside. Go to the end of the path outside and grapple up to where the guard is situated.



■ In the office, take out the guards. Go through the door and run quickly up the stairs, shooting enemies as you go. Kill every guard who is in the control room and strafe while shooting the gunship. Go left, burn lock and climb ladder.

■ Kill the two guards outside and run round to the next ladder. Burn another lock and climb up. Shoot the guards and release the crew member. Click your Q-Remote on the green marker to disarm the nuke threat.



SAVE ZOE AND DESTROY GUNSHIP

■ Outside, sniper the guards and use rope hook to get down. Head into the ship and drop down. **Activate missile to kill** the guards and use the gun ahead to destroy the helicopter. Walk under the jet Zoe is flying to escape in one piece.

007 TOKEN LOCATIONS

- If you didn't get the verification card in the previous mission you'll start in the prison cell. If you start outside, go through the door marked Brig.
- Go through vent in Zoe's cell. If you start outside it's just in front of you. If in the cell, exit and go upstairs to get outside.
- As you enter the first hangar, look right to see a vent leading to your next 007 token.
- In the second hanger among some crates to the left.
- Walk across the upper walkway in the second hangar and through three doors to an outside platform.
- At the bottom of the stairs that go up to the ship's control room where you must try and destroy the helicopter.
- Below the deck that you get the rope hook down to Zoe. Go down the ladder to a platform below.
- You'll discover your final 007 token for this level behind the explosives surrounding Zoe. Good work, 007!

EVIL SUMMIT

- Infiltrate alpine base
- Rescue eight world leaders
- Escape silo in lift
- Defeat Bloch

INFILTRATE ALPINE BASE

01

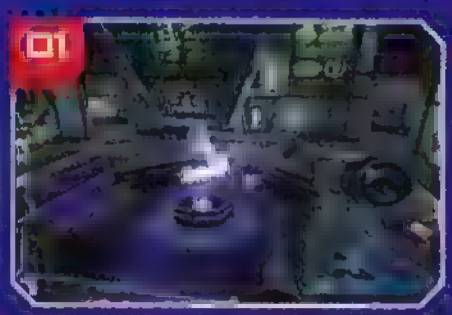
Go into the small building to your right, kill the guard and use your Q-Laser to open the box and get the SSR 4000. Shoot the snipers who are in the right tower then quickly sprint down to the next using the crates to avoid being shot.

02

Take the lift up and kill any snipers. Download the files then go back down and up the next tower. Take the hook to the small building and kill any guards you come across. When the path is clear, open the hatch with your remote.

RESCUE EIGHT WORLD LEADERS

01



You will see four of the hostages in the first room, so kill the enemies from the upper platform. Drop down and download the first silo's access file. There are four silos left, each with a leader held captive by enemies.

02

Each corner of this room leads to a silo. Follow the red path to silo one and open the door with your remote. Go to left and enter the silo. Shoot your gun to alert any guards and pop a cap in their asses as they run out.

03

Go back to the main room, download the second file and enter silo two. Repeat what you did in silo one to free this hostage. Head back to the main room, get the third access file and follow the signs to silo three.

04

Q-Claw to the right, timing it correctly to land on the moving platform. Climb the ladder and kill any guards. Head back to the main room, get the last file and enter silo four. Killing the guards is easy, so clear them out.

ESCAPE SILO AND DEFEAT BLOCH

01

Climb down the ladder next to the rocket and go into the door at the bottom that leads to the lift. You will come out in the main room and after the cut scene, you will have to fight Bloch again! Some people just never learn do they...

02

He has a rocket launcher, but don't worry. He can't hit you at long range, so keep your distance, strafing and shooting until he jets up to the top platform. Stay on the lower level and keep blasting away at him. Soon enough Bloch will leave the room.

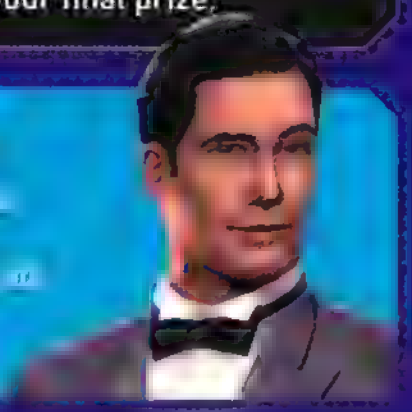
03

Refill your Q-Jet at the room's terminal, then jump to the platform in the centre. Grapple to the door where Bloch escaped, leading to Malprave's office. Run at Bloch and a couple of bullets should finish him. Well done, you've completed the game.

007 TOKEN LOCATIONS

- At the top of the right watch tower at the start of the level.
- At the top of the left watch tower.
- In the main room that leads to the silos. Check the raised central platform for another 007 token.
- At the bottom of silo one is another reward.
- Continue down the corridor to silo three and avoid the silo entrance. The token is nearby.
- At the bottom of the fourth silo is your final prize.

WELL DONE, MR BOND



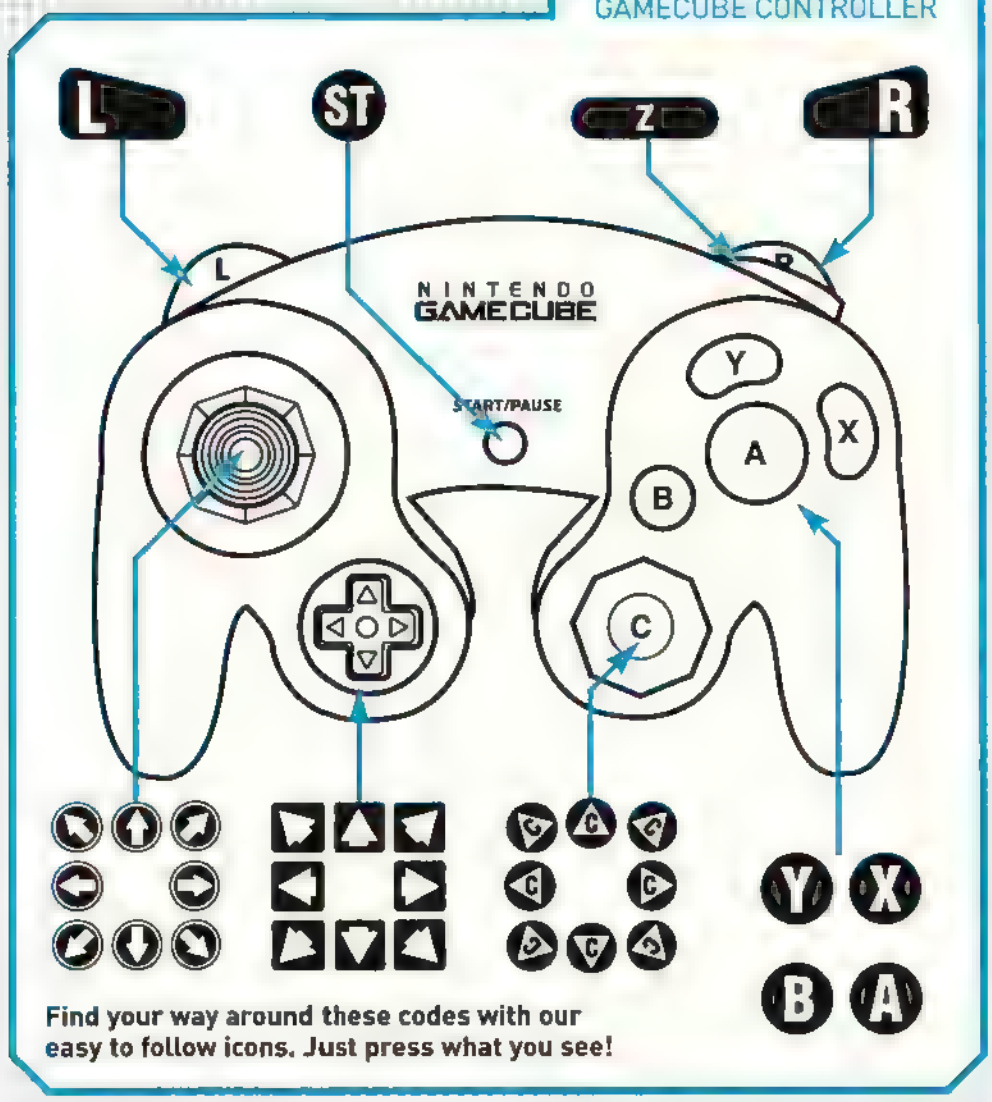
nintendotips@emap.com

OFFICIAL TIPS

Whether you want a cheat to help you beat a rock hard Nintendo title, or you just want to enhance the fun, Official Tips is the best place to look.

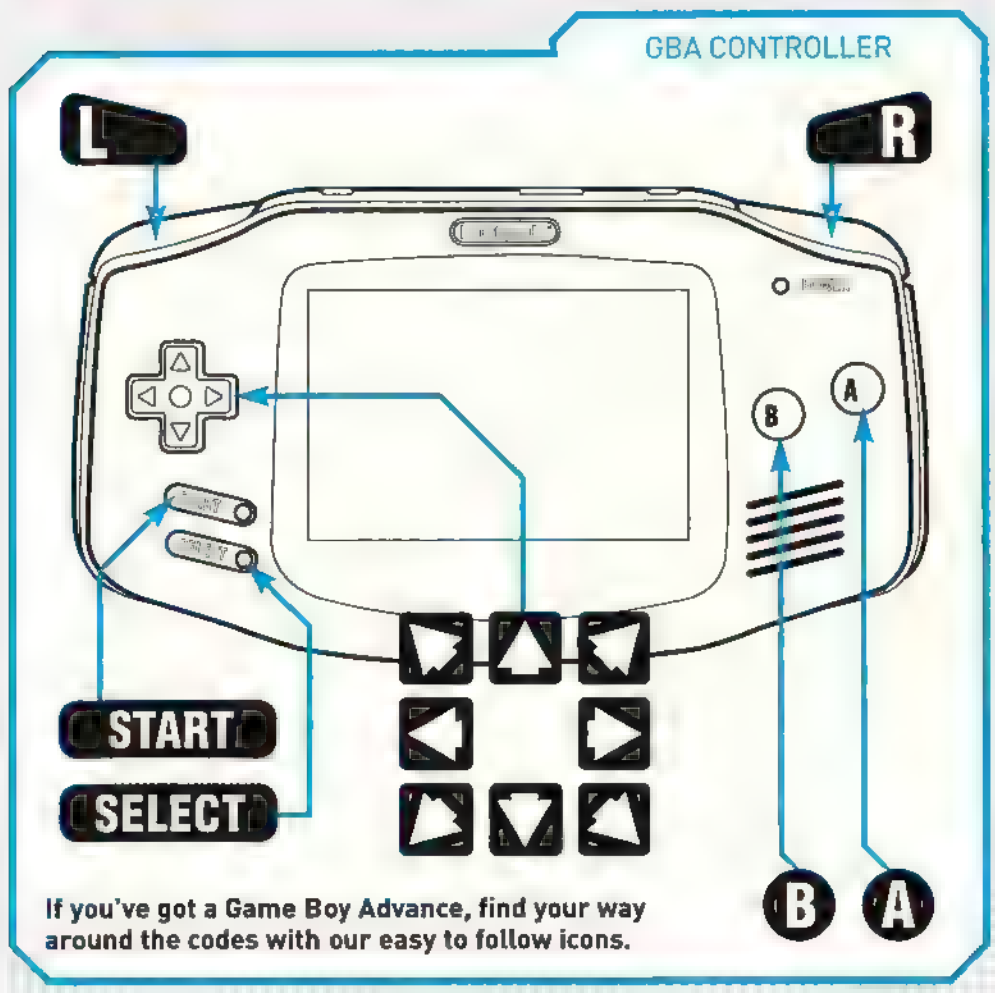
Spider-Man: The Movie Character codes p98
Rogue Squadron II Ace mode p99
Simpsons: Road Rage New game modes p99
NHL Hitz 20-02 Extra codes p100

GAMECUBE CONTROLLER



Find your way around these codes with our easy to follow icons. Just press what you see!

GBA CONTROLLER



If you've got a Game Boy Advance, find your way around the codes with our easy to follow icons.

SPIDER-MAN: THE MOVIE

CONTROL DIFFERENT CHARACTERS

Spider-Man is one of the coolest Marvel characters, but by entering these little beauties you will be able to play through the action packed adventure as a different character.

❑ Mary Jane is always being kidnapped, so it would be nice to see her kick ass. Just enter GIRLNEXTDOOR on the Specials menu to unlock her.

❑ Go into the Specials menu and enter the cheat code SERUM. Now when you start the game you will have control of a scientist instead.

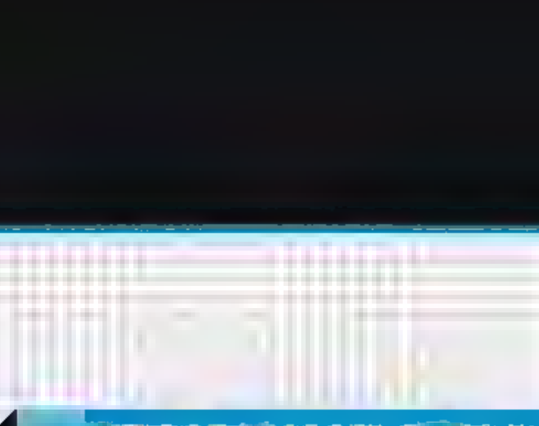
❑ If you fancy playing the adventure as The Shocker, enter the Specials menu screen and tap in the code HERMANSCHULTZ, then start the game.

❑ Go into the Specials menu and simply type in the code GOESTOYOURHEAD. Spider-Man will now have a big head and huge feet.

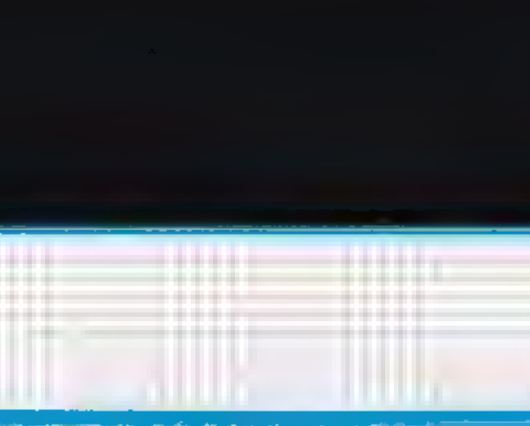
STAR WARS: ROGUE SQUADRON II

UNLOCK ACE MODE AND OTHER EXTRAS

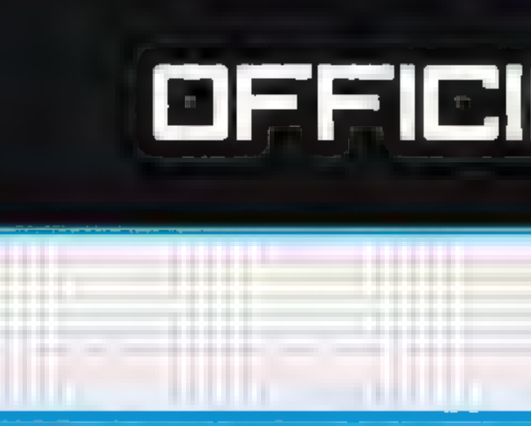
With the amount of cheat codes and extras we've already printed for this awesome *Star Wars* game you will be playing this game for weeks after completing the main missions. Should you be up for an extra challenge, then the cheat for Ace mode is well worth checking out.



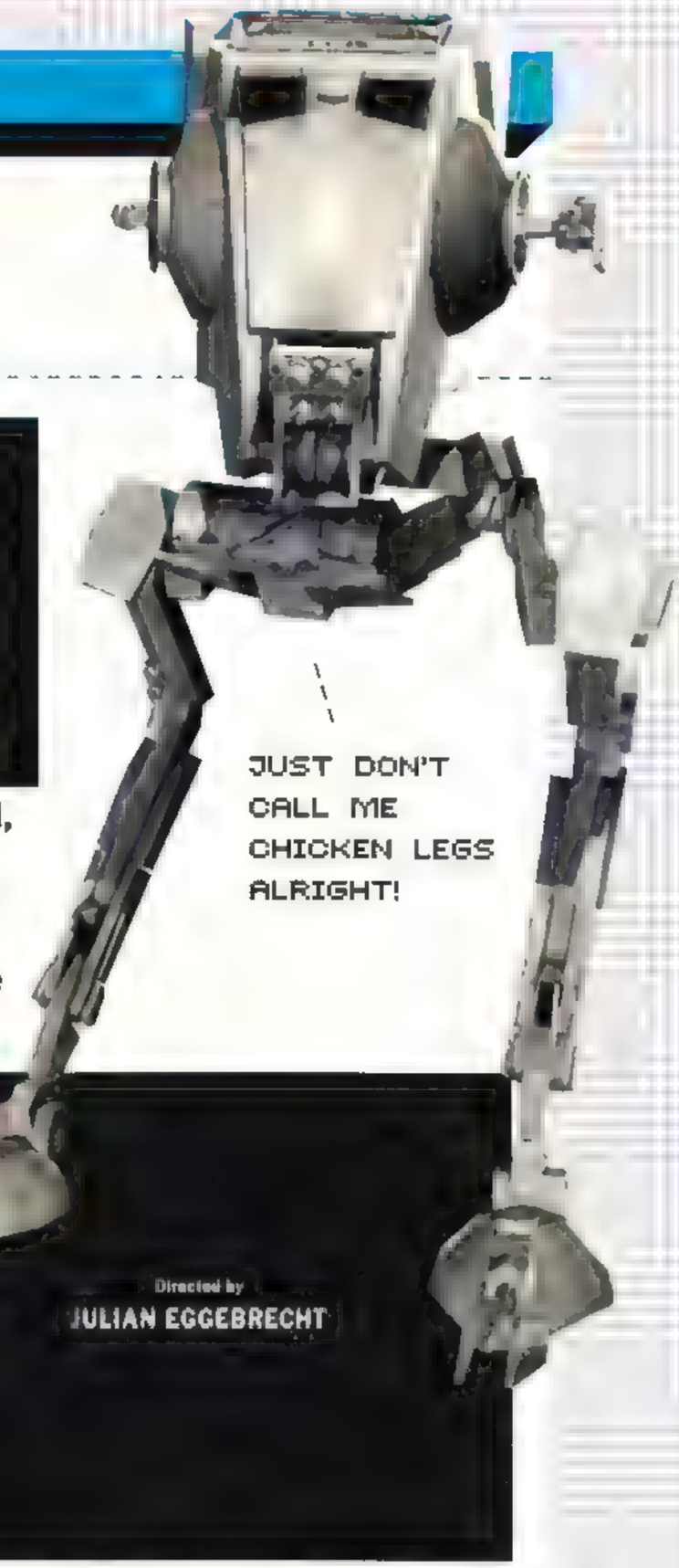
❑ Go to the Passcodes screen and enter U!?!VWZC, then enter GIVEITUP. This will unlock Ace mode, which makes this tough sci-fi blaster even harder to complete.



❑ There is a behind the scenes movie on your *Rogue Squadron II* disc. To unlock it, type in ?INSIDER at the Passcodes screen. It'll appear in Special Features.



❑ Enter the code BLAHBLAH, to unlock a very smart audio commentary. Now while you blast those TIEs, you'll hear directors speaking about the game's development.



❑ The soundtrack in *Star Wars* has always been truly amazing. Enter the code COMPOSER in the Passcodes screen to access a Sound Test option.

❑ Enter the code LIONHEAD and you'll be able to activate a Monochrome Graphics mode. Now the menu screens and in-game graphics will be black and white.

❑ At the Passcodes screen, tap in the code THATSME! and you will be able to view the staff credits from the Special Features menu in Options.

THE SIMPSONS: ROAD RAGE

MORE CODES FOR SIMPSONS TAXI BLAST

[illegible]

❑ For New Year's Day mode, hold L and R on the Options screen and press B twice, X and Y.

❑ [illegible] Options. Hold the L and R buttons and hit B twice, then X twice.

❑ [illegible] Options screen. Hold L and R and hit B twice, X and B. A bonus [illegible] will have the [illegible].

FAST TIPS

Have you got *Pikmin*, *Spider-Man* or *Extreme-G 3*...? If you have, take a look below for a quick tip.

PIKMIN

SPIDER-MAN: THE MOVIE

EXTREME-G 3

NHL HITZ 20-02

EXTRA TIME, BIG HEADS AND OTHER CODES

We've got another collection of cool cheats to try out this month. All of them need to be entered on the Match Up screen while the game loads. You will have to be quick on the buttons though because you'll only have a few seconds.

❑ The Match Up screen won't wait for you, so if you want to enter a few codes, tap in B x3, X x3, Y x3 and ▶ for some extra time to enter the game's hidden codes.

❑ If you want to give your team huge heads, press B x3, Y x3 and ◀ at the Match Up screen. Just check those swollen craniums!

❑ To activate No Fake Shots, press B x4, X x2, Y x4 and ▼. If you want to play with no one-timers press B x2, X x1, Y x3 and ◀.

JEREMY MCGRATH SUPERCROSS WORLD

SMALL BIKES, BIG HEADS AND A TAG MODE

Jeremy McGrath Supercross World may not be the best bike game out, but with a few of these cheats activated you can add a bit of extra fun to the slightly dull play of the single and multiplayer modes.

❑ Whilst at the main menu, quickly hit the buttons L, Z, ◀, ▶, B and B on your controller. This cheat will activate Tiny mode, which shrinks every bike.

❑ To activate the Tag mode, press the button combination Z, X, Z and X at the main menu screen. You will see an on-screen message if done correctly.

❑ You want a Big Heads cheat don't you? Of course you do and *Supercross World* has got one just for you. Press B, X, R, L and ▶ at the main menu and all riders will get huge heads.

SUPER MARIO ADVANCE 2

HOW TO GET TO SPECIAL WORLD

Super Mario World was one of our favourite games in the days of the Super NES, so as you would expect we've played the portable version to death. Here we reveal the secrets on Star Road...

❑ There are five levels in Star Road. Find the secret exit of each of the five levels and a new path will appear leading to a secret Special World.

❑ If you leave the game alone on the Special World map screen for a minute or two, you will hear the classic *Super Mario Bros.* theme tune.

STAR WARS EPISODE II

SKIP A FEW LEVELS WITH OUR PASSWORDS

high hopes for this game but the GB Advance title fails to live up to the quality of the motion picture. Whether you want to rush through some levels or just see the ending, we have the codes you need to view them all. Check 'em.

❑ Go to the Passwords screen and tap in BKKGCL. If you entered it correctly you will be instantly taken to the game's sixth level.

❑ If you just want to view the final stage, go to the Passwords screen and enter the code BLQGNT. You'll have eight lives!

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HIGH SCORES & CHALLENGES

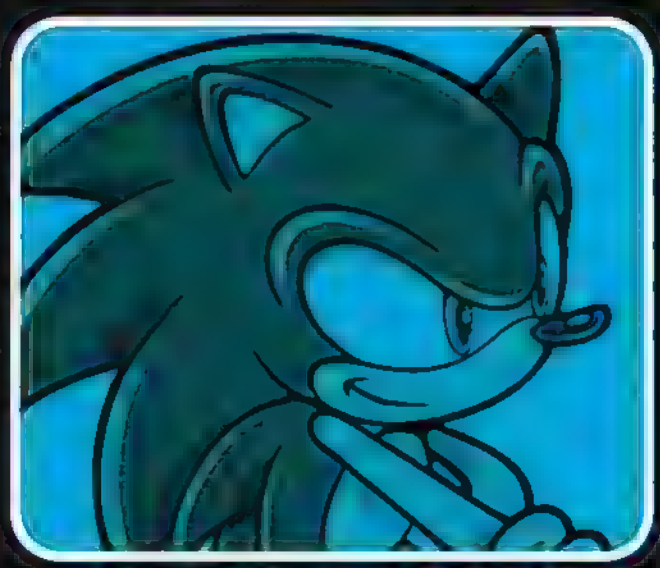
Reckon you're good at games? Well, send in an entry to our challenges and you could find your score printed on these pages. Winners will receive a JOYTECH Advanced Controller!

1 *SONIC ADVENTURE 2 BATTLE*: FASTEST TIME WITH SHADOW ON RADICAL HIGHWAY

Get the fastest time possible on Shadow's first action level, Radical Highway. Your time is shown at the end of the level.

■ There are multiple routes through this level, so you won't get a record time unless you know exactly where you're going. Take some practice runs before going for glory.

1. Mike J	2:49
2. Dominic Wint	2:50
2. Tim Street	2:50
4. Richard Marsh	2:55
5. Tim Street	2:57

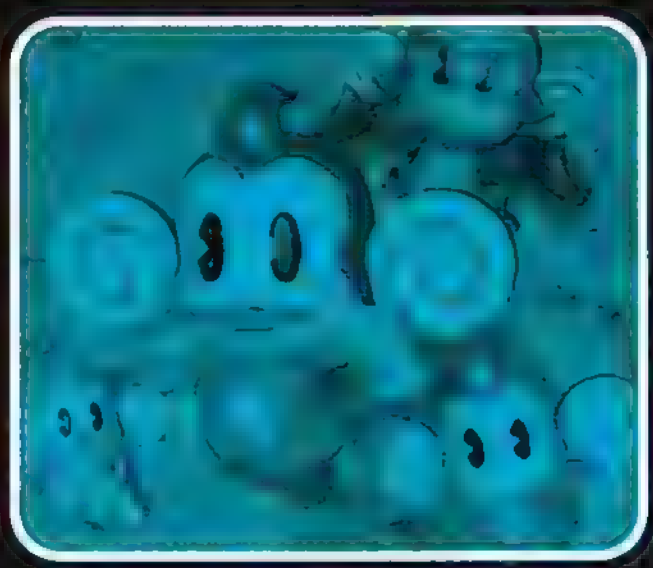


2 *SUPER MONKEY BALL*: HIGHEST SCORE ON MONKEY BOWLING

Get your bowling shoes on because we want to see your results sheet on the criminally addictive Monkey Bowling mini-game. The best score wins the controller.

■ If you want to stand a chance of qualifying in this challenge, you'll probably need to score above 200. Plenty of strikes and spares are needed.

1. Dominic Wint	227
1. Richard Marsh	227
3. Tim Street	221
4. Mike J	208
5. Richard Marsh	196

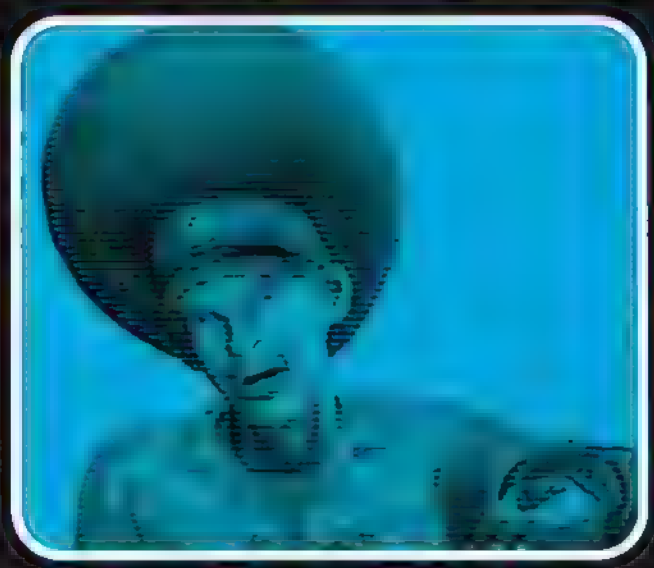


3 *SSX TRICKY*: TOP STUNT SCORE ON GARIBALDI COURSE

Choose your boarder for a Show Off round on the Garibaldi track. Pull off as many stunts as you can to rake in a huge score and send us the proof.

■ Using the grind rails and performing Uber tricks will help you build up a top score. It's also important that you grab the trick multipliers, too.

1. Richard Marsh	342,330
2. Mike J	319,450
3. Dominic Wint	305,870
4. Tim Street	287,490
5. Dominic Wint	268,580



RESULT TABLES

1 *SUPER SMASH BROS. MELEE*: HIGH SCORE, MUSHROOM KINGDOM

We had a lot of cheaters trying to con their way into our top five table, but we soon identified the guilty culprits. Well done to Tim for running away with first place

1. Tim Szostak	262,200
2. Aaron Watson	239,000
3. Thomas Boatman	218,800
4. Craig Dale	214,300
5. Luke Nelson	213,520

2 *STAR WARS ROGUE SQUADRON II*: QUICK MISSION

The force was with Thomas Scoffham as he took first place by blowing up the Death Star in just over four minutes, causing Phillip to be knocked down to second.

1. Thomas Scoffham	4:13
2. Phillip White	4:26
3. Mark Barnard	4:28
4. Richard Kennedy	4:32
5. Ian Bromwich	4:36

3 *WAVE RACE BLUE STORM*: FASTEST LAP ON SOUTHERN ISLAND

Adam Stone mastered the thrashing Southern Island waves after being the only person to get a lap below two minutes on this tough circuit.

1. Adam Stone	1:59.344
2. Gregory Coham	2:00.193
3. Paul Harber	2:01.165
4. Russel Camp	2:04.465
5. Mike Greenley	2:05.325

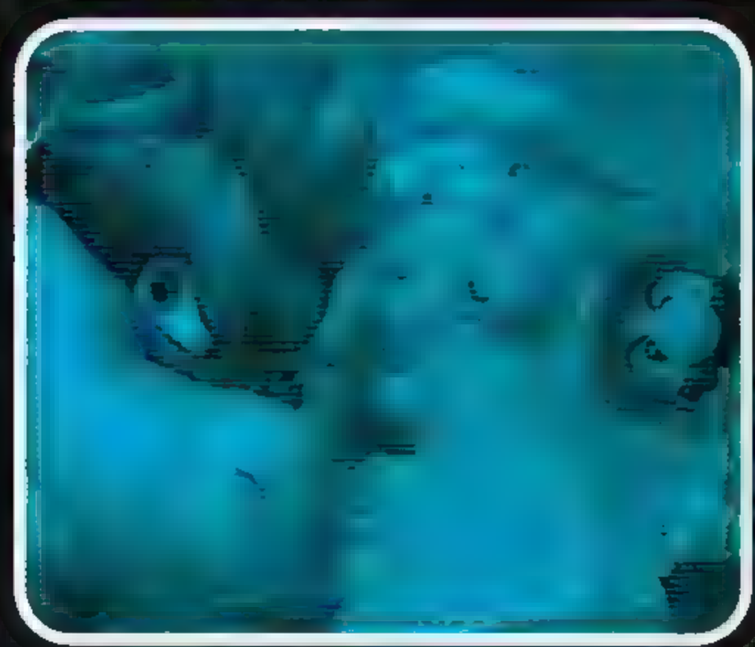
DON'T FORGET TO FOLLOW THESE RULES

4 SUPER SMASH BROS. MELEE: SANDBAG CHALLENGE

We want to see how far you can whack the sandbag in the Home-Run Contest. Try and record your longest distance and snap a shot of your result.

■ Try to do as much damage to the bag as possible before hitting it with the bat. Use the heavier characters with the most powerful Smash attacks.

1. Tim Street 315.3
2. Mike J 304.5
3. Mike J 296.2
4. Richard Marsh 235.9
5. Dominic Wint 225.8



4 TONY HAWK'S 3: BEST SINGLE SKATE IN RIO

Getting your skater to perform tricks for two minutes can be difficult, but Alex managed to get a great score using much patience and skill. But we're surprised we didn't get an entry over two million points.

1. Alex Craig 1,721,808
2. Jonathan Blaning 1,654,563
3. Joe Grifth 1,646,745
4. Glen Seeley 1,616,366
5. Jason Trapp 1,595,874

CHEATERS WILL NOT PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

HOW TO PHOTOGRAPH A TV SCREEN

Read our advice before snapping

Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

1. Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.
2. Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?
3. Take more than one shot, just in case the first photograph is unreadable.

WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to the *NOM* address. If you manage to get the best score next month we'll send you a smart Joytech Advanced Controller for your GameCube, so it's definitely worth the extra effort.

High Scores and Challenges, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

JOYTECH
THE ESSENTIAL SELECTION

Q&A UK

Even the best gamers get stuck now and then and that's why we've solved the problems of a few more stumped gamers. With a number of GameCube football titles out, we decided to see which ones were recommend, but did they agree with *NOM*? Let's see...

ROGUE SQUADRON II

Q I'm completely stuck on the Prisons of the Maw level. Where are the Shield Projectors? Please help!

Richard Errington, Doncaster
Did you know? Doncaster is one of England's oldest towns and was a village in the time of the ancient Britons and recognised as an important location by the Romans.

Fear no Maw with our quick tip, Richard

A In the first section you should actually be avoiding confrontation with all other craft. Fly as fast as you can in the direction of the orange marker on your radar as it will direct you through the asteroid field and to the large shield. The Projectors are the small grey objects within the shield. Disable them with the Ion Cannon.

Local Game Store

- ***Gameforce***
- ***Tel: 01302 344022***

21 Bowers Fold, Doncaster, South Yorkshire, DN1 1HF

The staff at Gameforce recommended *2002 FIFA World Cup* over *ISS2*. They knew their stuff, but obviously didn't agree with the mark we gave the appaling new *FIFA* title last issue. 7/10

LEGEND OF ZELDA: ORACLE OF SEASONS

Q In the Poison Moth's Lair, there is a falling floor and I'm trying to get past it. How do I get across?

Barney Crockett Lamlash
Did you know? The first ever British Open Golf Championship was held at Prestwick in 1860, where the Open stayed until 1873, before moving on to the famous St. Andrews course.

A This is a trap that will appear in this dungeon more than once. You'll see a button there, that when stepped on, makes the platform fall causing Link to fall to his doom. All you need to remember is where the button is situated, then equip Roc's Feather and use it to jump over. You'll now be able to get across with no problems.

Local Game Store

- ***Game Masters***
- ***Tel: 0141 556 2100***

Unit 70,Forge Shopping Centre,1221 Gallowgate Glasgow, Lanarkshire G31 4EB

We were first told that they hadn't really played any of the new football games, but recommended *2002 FIFA World Cup* as 'the most modern football game'. 5/10

Onox will be one sorry person now!

SUPER SMASH BROS. MELEE

Q I have been playing the game for ages, but I have not been able to find Luigi. What do I have to do to unlock him as a playable character?

Sam Cusworth Seaton, Devon
Did you know? The oldest surviving concrete bridge in England is the Axmouth Bridge, built way back in 1877.

A To fight against Luigi, start a game in Adventure mode with any character. Go to the end of the first stage, but stop at the end marker. Now time it so that you pass the line and finish the stage with a two in the second timer (for example, 3:42.57). Now you will fight Luigi and Princess Peach. Complete the adventure to unlock Luigi.

Local Game Store

- ***Electronics Boutique***
- ***Tel: 01803 292334***

75 Union Street, Torquay, Devon TQ1 3DA

The person we spoke to had no idea about any of the GameCube football games but told us to buy *ISS2* as it had the best reputation out of the three titles currently on the shelves. 6/10

ROGUE SQUADRON II

Q I have almost completed *Rogue Squadron II* but I can't work out how to unlock the awesome Millennium Falcon. Can you help?

Peter Willey
Brampton

Did you know? The highest mountain in England is Scafell Pike in the Lake District, Cumbria. It's peak reaches 978m above sea level.

A Some people don't like to cheat and prefer to earn the extras in the honest way. To unlock the ships the hard way, you need to perform certain tasks. For the Millennium Falcon, you need ten bronze medals, while 12 silver medals are needed for Slave 1. By completing the Tatooine training mission you'll get a Naboo Starfighter.

Local Game Store

- ***Games X***
- ***Tel: 01228 631715***

11 Lowther St,
Carlisle, Cumbria CA3 8ES

Games X said customer feedback suggests *Virtua Striker 3* to be the best footy title on Nintendo's next gen machine. They said *FIFA* was poor and *ISS2* was disappointing. 6/10

LEGEND OF ZELDA: ORACLE OF AGES

Q I'm stuck in the third room of the Wing Dungeon where you have to push the Block into the hole with the red side facing up. Can you help?

Josef Walters
Cardiff

Did you know? Roald Dahl, creator of *Charlie and the Chocolate Factory* and *The BFG* was born in Llandaff, Cardiff.

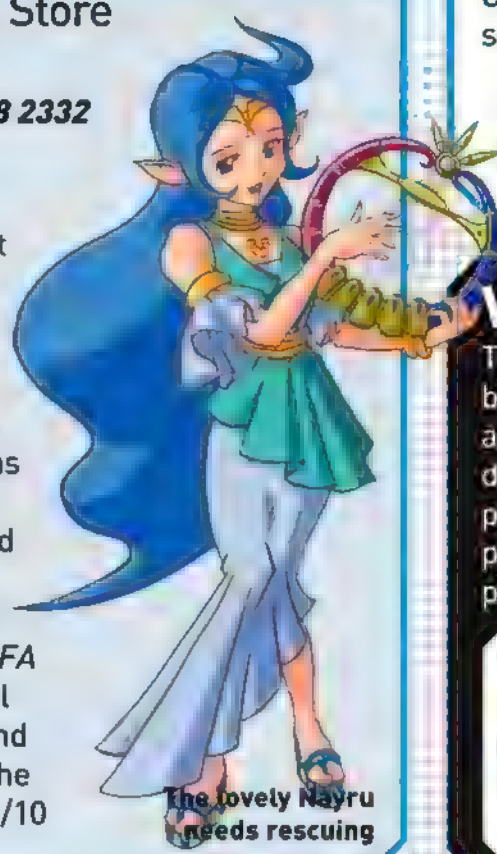
A As you would have already discovered, simply pushing the block directly into the hole does not work. You will need to roll it right three times, down once and left one space. This will arrange the block so that if you now push it onto the switch, the red side will be facing upwards. This will automatically unlock the door allowing you to continue your adventure. It's a tricky puzzle, but now you can get on your way.

Local Game Store

- ***GAME***
- ***Tel: 029 2038 2332***

20 Queens
Arcade,Queen St
Cardiff, South
Glamorgan
CF10 2BY

Again, *FIFA* was recommended as the footy title of choice. They said that *ISS2* was too arcade-like, but that *2002 FIFA World Cup*'s real player names and teams made it the most realistic. 5/10


The lovely Nayru needs rescuing

WRITE IN, WIN PRIZES!

There's nothing more frustrating than being stuck in a game. If a Nintendo adventure has you puzzled or you can't defeat a beastly boss, share your problem with us. If your letter is printed you'll receive a package of prizes from Gamester.

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PIKMIN

Let Pikmin do your dirty work.

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We've uncovered the world's biggest Game Boy, plus more *Hamtaro* details.

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The biggest ever video games event has landed in London. We sent Rich along to take a walk down memory lane.

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Get 10% off merchandise and discover what's happened to Stone Cold Steve Austin.

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What's hot and what's not in the peripherals world.

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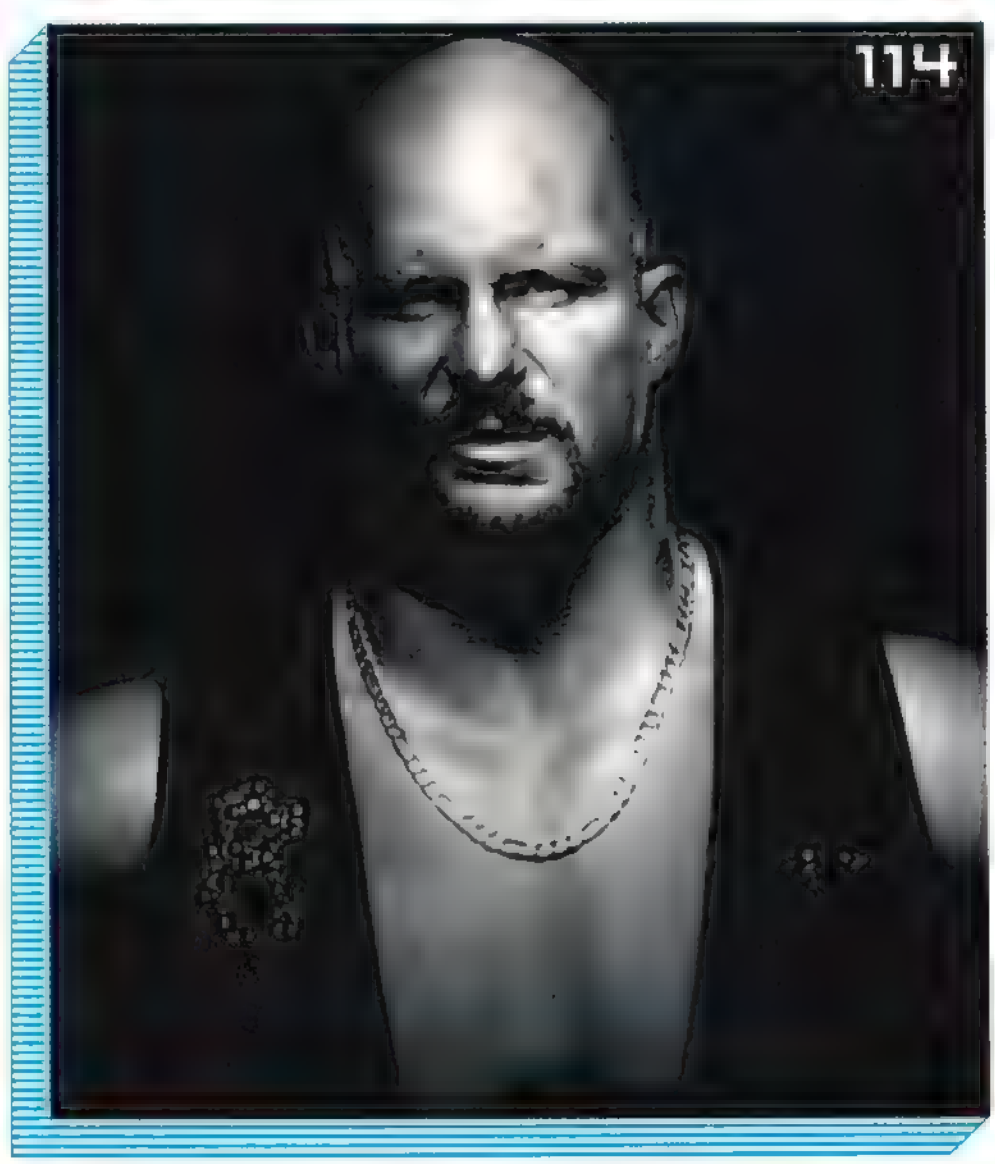
WIN COOL STUFF
Star X games, *Simpsons* DVDs, oh and there's a GameCube to be won, too.



Welcome to the wonderful world of news from afar. This month we bring you a monster Game Boy, eerie *Eternal Darkness* release news and more *Hamtaro* info. Lovely!

US AND JAPAN NEWS

Game Boy grows up

If you thought the original Game Boy now looks bigger than a house, spare a thought for an American electronics whizz who has built the world's biggest Game Boy.

Jeff Hermann, a 23-year-old software designer from San Diego, California, enlisted the help of his friends and family to create the Game Man.

Described as 'a juxtaposition of technology's need for compactness and portability, with society's craving for the biggest and the best', the Game Man stands over three feet high and weighs a mighty 100 lbs, including the cartridge.

"I was originally inspired by a piece built by students at Brown University," said Jeff. "They wired up lights to the windows on one side of a tall building and programmed it so you could play an enormous game of *Tetris*. Ever since seeing that piece, I've wanted to build a huge videogame-related project."

Jeff's original intention was to build an eight foot-long NES controller that people would have to stand on to use, but as he began to develop his idea he decided that it would be much more interesting to make a huge Game Boy.

"It took just over five weeks to complete," explained Jeff. "Each week I had a specific goal and it cost over $500 (£350) in parts and material to build."

Jeff also created five huge cartridges to go with the machine, each weighing in at a hefty eight pounds. When a cart is inserted it flicks a specific switch and boots up the game on the internal PC running the Visual Boy Advance emulator.

The Game Man is certainly some achievement, so does Jeff have any plans to add to his oversized handheld collection?

"This is the question that I get asked most often," he said. "I have no plans in the immediate future for a Game Man Advance, one large Game Boy is enough."

To see exactly what went into the Game Man project, point your browser to http://www.gameman.loungespot.com.

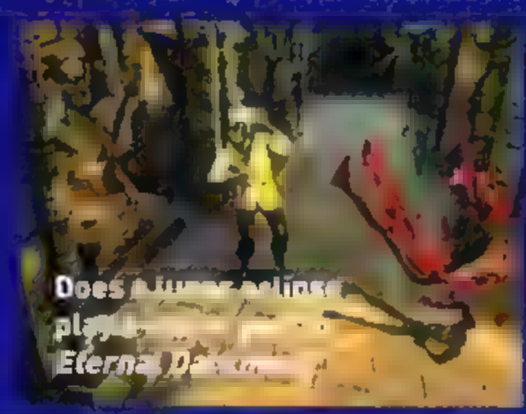
At three foot high, Game Man's huge

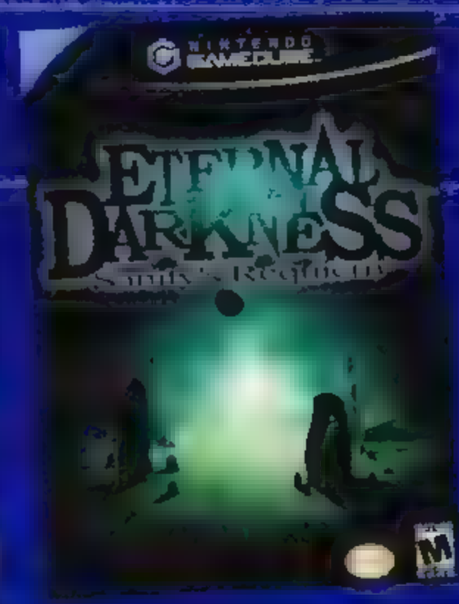
The Game Man isn't quite a portable pal, but it looks great

Total eclipse for the Dark

Adding to the aura of mystery and tension surrounding *Eternal Darkness: Sanity's Requiem*, the game was released in the US on 24 June, the same day as a lunar eclipse.

Rumours are still circulating that this was more than a coincidence and that it was actually planned by Silicon Knights, the game's creators. It's also rumoured that the eclipse is a clue for anyone who buys the game and that an eclipse plays a part in solving one of the adventure's strange puzzles. Whether this happens in the UK remains to be seen.





Japan goes *Hamtaro* crazy

Following on from last month's news about the new *Hamtaro* cartoon series, we can now bring you more information about the show and the Game Boy Color title that has just taken Japan by storm.

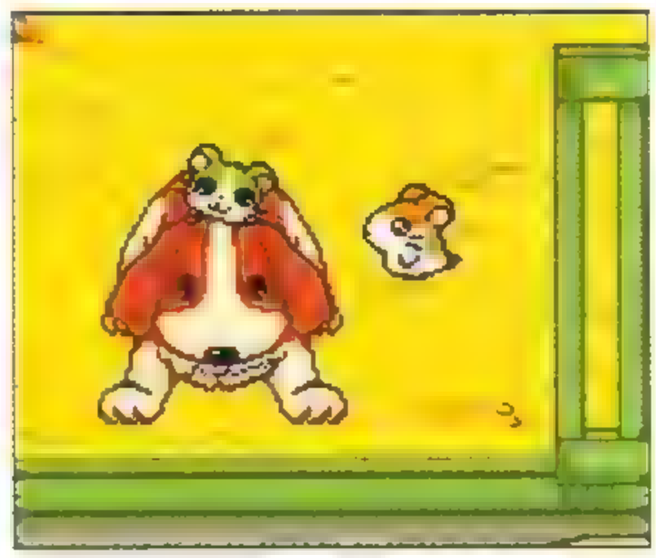
Hamtaro 3: The Grand Love Adventure sold over 86,000 copies in its first week on sale to take second place in the Japanese games sales chart.

The adventure challenges players to reunite the Ham-Hams and to do this you'll have to learn the Ham-Hams unique language. By combining phrases and solving puzzles you'll be able to find the clues and discover your lost friends.

There are 15 Ham-Hams in total including the main guy, Hamtaro, and to give you a taste of what could be one of the most eagerly awaited GBC titles ever, we've managed to unearth some screenshots just for you.

In addition we've decided to bring you a fact file on the crazy Ham-Hams and expect a crash course on some of their speech over the coming months...

The Ham-Hams could be hiding just about anywhere, so get hunting Hamtaro!



Is that dog friendly? Better make sure before you get any closer

Hamtaro always seems to be a very happy little chappie. What a cutie!

When the going gets tough, the Ham-Hams get sprinting

Space World 2002 show cancelled

Nintendo has announced that there will be no Space World exhibition in Japan this year.

The annual event is usually the highlight of the year for Japanese Nintendo fans who get the chance to go hands-on with the latest developments in hardware and software titles.

But there will still be plenty of opportunity for Nintendo to show their wares and build on their excellent display at this year's E3.

The next major event will be the Tokyo Game Show which begins on 20 September and is expected to attract over 150,000 visitors.

GameCube game voted best in show

Japanese gaming magazine *Famitsu* voted *The Legend of Zelda* on GameCube their best game at E3. Link's latest adventure was also one of three GameCube titles to be included in *Famitsu*'s top five Most Wanted games, along with *Resident Evil 0* and *Super Mario Sunshine*.

Link can now claim to star in one of the most eagerly awaited games. Stick that in your pipe, cel shading critics

Bored of games

Nintendo's new president has stated that the company must take a new approach with its ideas.

Speaking after taking over from Hiroshi Yamauchi, Satoru Iwata spoke about the need to concentrate on producing better games, warning that people are getting bored.

This new focus means that Nintendo won't be pursuing the online market, considering its appeal to be too limited.

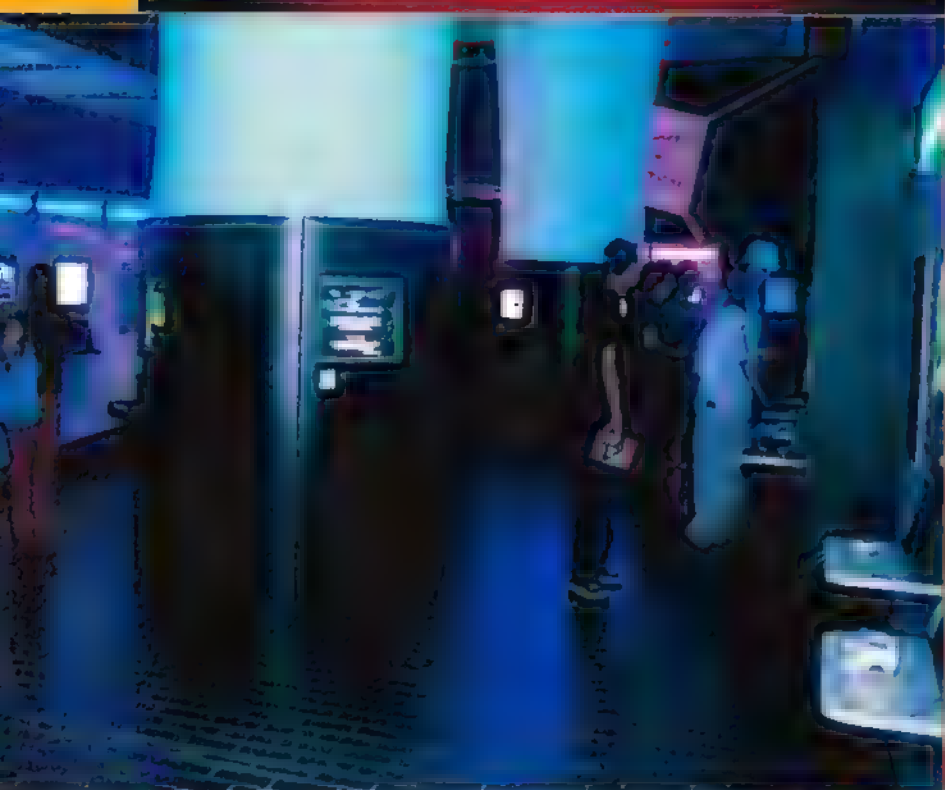
Meet Satoru Iwata, the Big N's new top bod

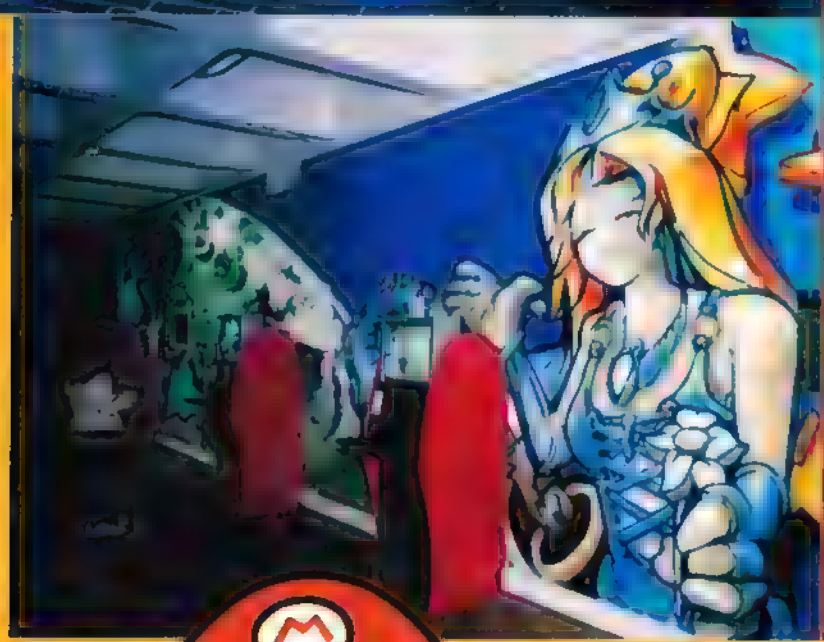
GAME ON®
EXPERIENCE THE HISTORY OF VIDEO GAMES
AT FIRST HAND WITH THE GAME ON EXHIBITION.

From early games like 1962's *Spacewar!* to the here and now with cutting edge titles like Shigeru Miyamoto's *Pikmin*, the history of video games is a tale of unstoppable technological advancement and rampant human imagination.

And if you want to experience the whole story there is only one place to be and that's at Game On, the video games exhibition running at the Barbican Gallery in London until 15 September.

GAME ON CONTINUES





Game On is an in-depth look at the world of gaming, charting the landmark games, influential figures and break through technology that has made video gaming the multi-billion pound industry it is today.

At the show you'll find many old and new games to play, from a section boasting the cream of 80s arcade hits like *Pac-Man* and *Space Invaders*, through to an area dedicated to the greatest home consoles of all time, again with playable classics like the original *Excite Bike* and *Super Mario Kart*.

Other highlights include areas dedicated to multiplayer gaming, puzzle games and beat 'em ups, along with sections that look at the impact of sound in games. Visitors will also see areas that explore the types of game genres that have defined Japanese gaming, along with examples of Europe's finest coding moments.

It's a superbly put together show and the fact you can play such an unbeatable range of arcade and console games makes this an ideal day out during the long summer holidays. And like us, you should leave with a greater understanding of what games represent and where they're going in the future.

Get a discount

We've teamed up with the people behind Game On to give *NOM* readers a special discount rate.

Visitors over 15 are normally charged £11, but *NOM* readers over 15 can get in for just a tenner. All other entrance fees remain the same. Students, OAPs and the unemployed can get in for £8, children aged five to 15 can enter for £5 and those under five enter for free.

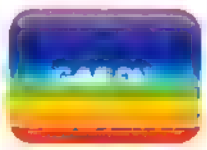
To claim your discount, simply phone the box office on 020 7638 8891 and quote reference number, NOM 119. But if you can't be bothered with all that hassle, just answer this question and you could win one of 20 free tickets:

Q: What was the project code name given to GameCube during the console's development?

A. Cat **B.** Horse **C.** Dolphin

Mark your entries 'Game On' and send your entries to the usual *Nintendo Official Magazine* address, not forgetting to include your name, address and daytime telephone number

Tickets are subject to availability. They cannot be combined with any other offers and cannot be exchanged for cash or other merchandise.



SICK OF THIS?

Read this...

KERRANG!

www.kerrang.com

LIFE IS LOUD

Every Wednesday.

Stone Cold Steve Austin walks out and pandas secure victory – just another crazy month on the World Wrestling Entertainment rollercoaster.

STONE COLD OUT

Five times WWE champion Stone Cold Steve Austin has sensationally walked out on the franchise, possibly bringing to an end one of the greatest wrestling careers in WWE history.

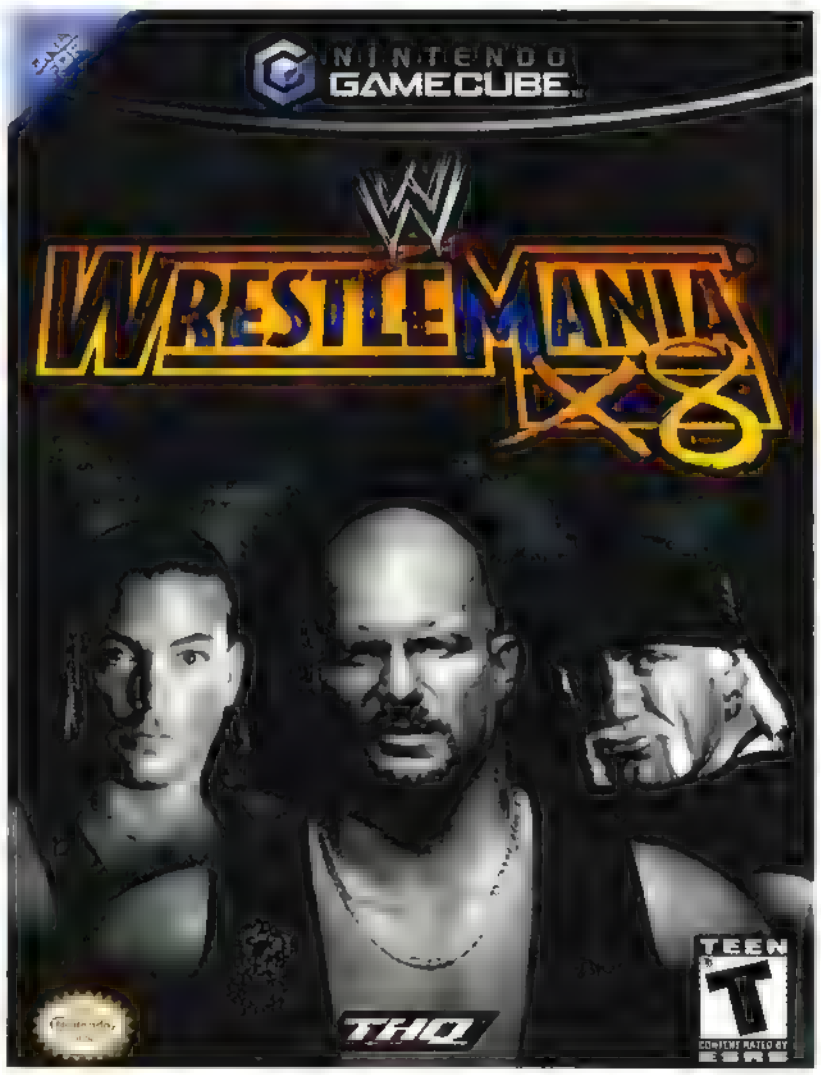
The Texas Rattlesnake, 37, failed to appear for the scheduled Raw event in Atlanta, Georgia, choosing instead to return to his home in San Antonio, Texas, without any forward notice and without company approval.

Rumours suggest that Austin has been unhappy with the direction that his WWE character has been taking and his pride seems to have been dented by the request for him to take part in a match up with future star Brock Lesnar.

This is not the first time that Stone Cold has taken an unauthorised break from his career. He also disappeared on 18 March, the day after Wrestlemania X8, for two weeks, later stating he needed to 'clear his mind'.

Whether this is a publicity stunt or genuine is anyone's guess and only time will tell if one of the greatest wrestlers that ever lived will return.

The move also spells disaster for THQ as they promote *WWE Wrestlemania X8* using Steve Austin as the main man on the packaging. A THQ spokesperson told *NOM*: "It's too late for Stone Cold to be removed, but it will be the last time you get to play him on Nintendo. He won't be in the roster from now on."



Panda 1 McMahon 0

A recent ruling by the House of Lords has upheld the decision to allow the World Wildlife Fund to use the WWF acronym.

As a result of the decision, the World Wrestling Federation was forced to hastily re-brand itself as World Wrestling Entertainment Inc. after the highest court in the land decided that the WWF name was only to be used by the conservation organisation which was formed in 1961.

The World Wildlife Fund may have changed its name to the Worldwide Fund for Nature, but it still uses the WWF initials.

Pandemonium broke out at WWE after the House of Lords ruling

SHOW TIMES

KEEP UP TO DATE ON DEVELOPMENTS IN WORLD WRESTLING ENTERTAINMENT BY TUNING IN TO SKY TELEVISION

LISTINGS

FRIDAYS	SKY SPORTS	10PM	RAW
SATURDAYS	SKY ONE	11AM	SMACKDOWN!
	SKY ONE	1PM	LIVEWIRE
SUNDAYS	SKY ONE	11AM	METAL 15
	SKY ONE	12PM	SUPERSTARS
	SKY SPORTS 1	10PM	EXCESS

SKY SPORTS
SKY one
sky

Dress to impress for less

Have you flicked through your free WWE Euroshop mail order catalogue yet? Seen anything you liked? Whether you've taken a shine to the Kane mask, the Lita necklace or even the life-size cut out of The Rock, check out this exclusive *Nintendo Official Magazine* offer that allows you to get an extra 10% off anything you order. There's also an offer for you to bag a free WWE T-Shirt so be sure to take a look at the terms and conditions before you place your order!

After you're done, turn to page 126 to see how you can be in with a chance of winning a GameCube.

10% OFF EUROSHOP

Mail-in offer only

This voucher entitles you the holder to a 10% discount off your Euroshop order. You must use the order form in the centre of the catalogue and attach this voucher to receive the discount. This is a mail-in offer only, the 10% discount does not apply to telephone or internet orders. You must use the original voucher printed, photocopies will not be accepted. Only one voucher per order is permitted. The 10% discount is taken off your order value, please note that postage and packaging are charged separately and will not be included in the discount.

NOTE: The free T-Shirt offer only applies if the total order value (after discount) is £50 or over.

This voucher is only valid until 30 September 2002.

Winner Stays On

There may not be many titles reviewed this issue, but that hasn't stopped us playing some of the biggest UK titles currently available.

Burnout
Racing's been the pastime of choice at *NOM* and stole top spot from *Pikmin*

Pikmin
A short-lived stay at the top of the chart, partly due to its lack of long term appeal.

Advance Wars
It's been out for months, but we still love it. Expect it to stick around for ages.

NOM's Top Ten Games

	TITLE	PUBLISHER	LAST MONTH	
1	BURNOUT	ACCLAIM	6	▲
2	SUPER MONKEY BALL	SEGA	4	▲
3	ISS2	KONAMI	2	▼
4	PIKMIN	NINTENDO	1	▼
5	SUPER SMASH BROS. MELEE	NINTENDO	5	◀
6	TONY HAWK'S PRO SKATER 3	ACTIVISION	7	▲
7	JAMES BOND 007 IN... AGENT UNDER FIRE	EA	NE	▲
8	STAR WARS ROGUE LEADER: ROGUE SQUADRON II	ACTIVISION	3	▼
9	ADVANCE WARS	NINTENDO	NE	▲
10	LUIGI'S MANSION	NINTENDO	9	▼

Super Monkey Ball
It's climbed further up the table thanks to Dom's elusive 227 Monkey Bowling score.

Tony Hawk's Pro Skater 3
With number four in the works, we've been brushing up our Melons and grinds.

Luigi's Mansion
It looks as though the game's poor replay value dooms Luigi's WSO career.

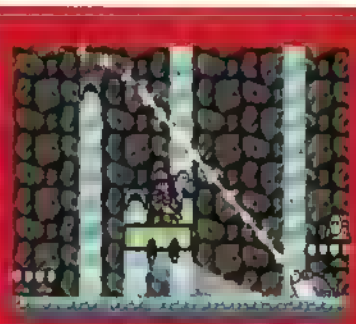
COMING SOON

This year will see a deluge of GameCube and GBA titles. Here's our selection of potential hits

StarFox Adventures
It was [illegible] best [illegible] Nintendo [illegible] Mario [illegible] Rare's Star Fox [illegible] [illegible] Mark [illegible]

Super Ghouls 'n Ghosts
As requested [illegible] Super Ghouls 'n Ghosts [illegible] original, the most [illegible] game [illegible] incredibly hard [illegible] [illegible]

Super Mario Sunshine
[illegible] expect Mario [illegible] quest to recover [illegible] Mr Mysterious [illegible] disappear with [illegible] of the new Super Mario game [illegible] most played [illegible]



Yoshi's Island: Super Mario Advance 3
Remakes are not [illegible] GB Advance [illegible] Super Mario Advance [illegible] [illegible] Nintendo's finest [illegible]

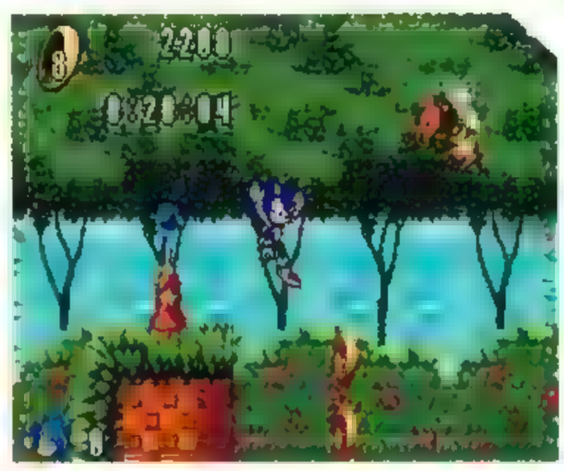
WHERE DID THEY GO?

Every month we'll be taking a look at some of the games that have dropped out of our top ten. This month it's the turn of bikes, ice hockey meatheads and a certain blue haired hedgehog...

Extreme-G 3
Best WSO chart position: 6
Acclaim's dynamite bike racer has finally crashed and burnt after roaring up to sixth place. Better racers like *Burnout* hasn't helped *Extreme-G 3*'s position, but for a time its speed and track layout made for a great title.

NHL Hitz 20-02
Best WSO chart position: 9
Turned up in issue 117 but disappeared without trace a month later suffering from a lack of one player longevity, even if the gameplay was hilarious. It was never going to compete with *ISS2* for the hearts of *NOM*'s sports fans.

Sonic Advance
Best WSO chart position: 8
Despite the star on the box and link-up capabilities with *Sonic Adventure 2 Battle*, Sega's hedgehog star never really continued his early promise. Too easy to finish, *Sonic Advance* limped out after just one month.



READER CHART

NAME: Matthew Kershaw
FROM: Ipswich

Reader's Top Five Games

TITLE	REASON
1 BURNOUT	At last a game that gives me the chance to feel what it could be like when I get my driving license in a few years.
2 ISS2	England 5, Brazil 0. A boy can dream and with a footy game as exceptional as Konami's title anything is possible.
3 LUIGI'S MANSION	Mario gets all the fame, but Luigi has finally stolen the limelight from his brother. Luigi is definitely the future!
4 JAMES BOND IN... 007 AGENT UNDER FIRE	*GoldenEye 007* is great but it now sits in the loft with my N64, so this new Bond game's multiplayer mode does me fine.
5 SUPER SMASH BROS. MELEE	Other consoles don't come anywhere near the line up of Nintendo characters. They all bring a tear to my eye!

Whatever your selection we want to know, so send in your top five games (giving reasons why you like them) and a picture of yourself to:
My WSO Chart, *Nintendo Official Magazine*, Emap Active, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Each winner will receive a WSO game, so don't forget to add your name, address and phone number.

GAMECUBE SALES CHART

You've been buying GameCube titles in droves this month. Here are the best sellers in full.

GAME

TITLE	PUBLISHER
01 [illegible]	[illegible]
02 Super Smash Bros. Melee	Nintendo
03 Star Wars: Rogue Squadron II	Activision
04 Super Monkey Ball	Sega
05 [illegible]	[illegible]
06 Sonic Adventure 2 Battle	Sega
07 2002 FIFA World Cup	Electronic Arts
08 ISS2	Konami
09 Wave Race: Blue Storm	Nintendo
10 Tony Hawk's Pro Skater 3	Activision

£5 OFF

any GameCube game over £39.99

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(2) Voucher is redeemable at any GAME store in the UK and Eire
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(4) Only one voucher may be used per product.
(5) This voucher cannot be redeemed against a pre-owned purchase.
(6) This offer may be withdrawn at any time without prior notice.
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TNT BUYER'S GUIDE

TURN THE PAGE TO DISCOVER MORE ABOUT THE BEST GAMECUBE AND GAME BOY ADVANCE TITLES ON YOUR HIGH STREET.

TNT: GOLD – 10/10
Gaming perfection

TNT: MUST BUY – 9/10
Almost perfect

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

It's a tough game to beat, with some blatantly evil enemy A.I., but some things are better that way, *Rogue Squadron II* included.

From the blistering first mission destroying the Death Star, right up to the Strike at the Core level it's grade A gaming gold, with a superb control system that has you feeling like a Rogue Squadron pro and graphics that have you believing you're playing the lead in the greatest film trilogy of all time.

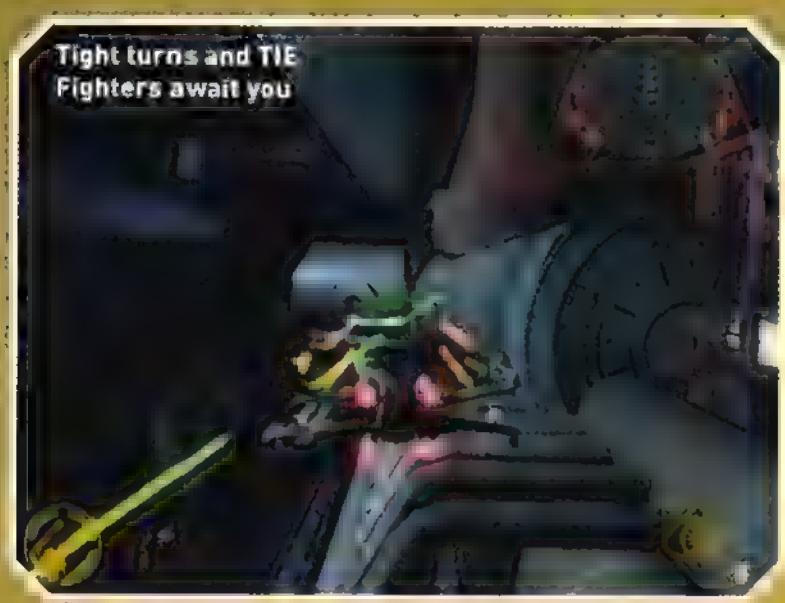
Score 9/10

Price £39.99

http://www.lucasarts.com

BEST MOMENT

Following the Millennium Falcon in the final level, Strike at the Core, is a true test of your *Rogue Squadron II* piloting skill, and protecting Han Solo should make you feel like a million dollars.



BURNOUT

Full-on arcade racing doesn't come any faster or exciting than Acclaim's *Burnout*, which effortlessly demonstrates what GameCube can achieve and offers up the kind of white knuckle racing experience that is the essence of fast, uncomplicated fun.

To become king of *Burnout*, racers have to take to traffic filled roads and race three other fearless street racers. Expect explosive crashes as the aim of *Burnout* is to survive speed limit shredding near misses. Successful car jousting gradually fills a turbo boost gauge, which propels cars to eye watering speeds once triggered, giving you the chance to outrun your opponents and claim first place.

Score 9/10

Price £39.99

http://www.acclaimuk.com

BEST MOMENT

The two-player races are just as much fun as the single player quest, with ample opportunities to stitch up your opponents with well timed nudges into oncoming lorries, cars and buses.

CRASH BANDICOOT XS

Crash is arguably the most famous video game marsupial, and his latest adventure won't do the furry star any harm as it's one of the best looking – and playing – GBA games so far.

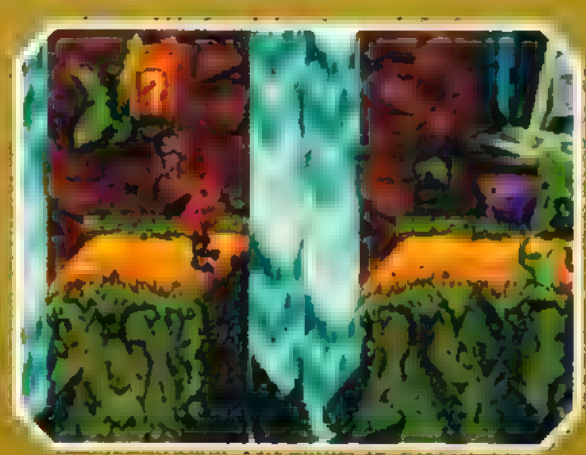
This time around evil Dr Cortex has shrunk the Earth to the size of a grapefruit. Returning the planet to its correct size involves Crash finding a collection of powerful crystals fiendishly hidden throughout the game's 20 levels. The game worlds are a mix of traditional 2D levels and impressive 3D sections. New attacks and moves can be earned by beating the game's bosses, making for a varied and inventive platform romp.

Score 9/10

Price £34.99

http://www.vivendi-universal-interactive.co.uk

Crash Bandicoot XS has all types of challenges, including underwater levels



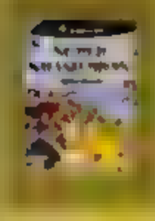
Inside the game's many crates you'll find goodies to help Crash in his adventure

BEST MOMENT

The final battle with Dr Cortex is a frantic challenge to avoid his deadly laser beams while getting in your own attacks. If you survive this you can rightly call yourself a gaming god.

Beating Dr Cortex will take skill, nerve and a little luck – are you up to the task?

SUPER SMASH BROS. MELEE



Score
9/10

Price
£39.99

http://www.smash-bros.com

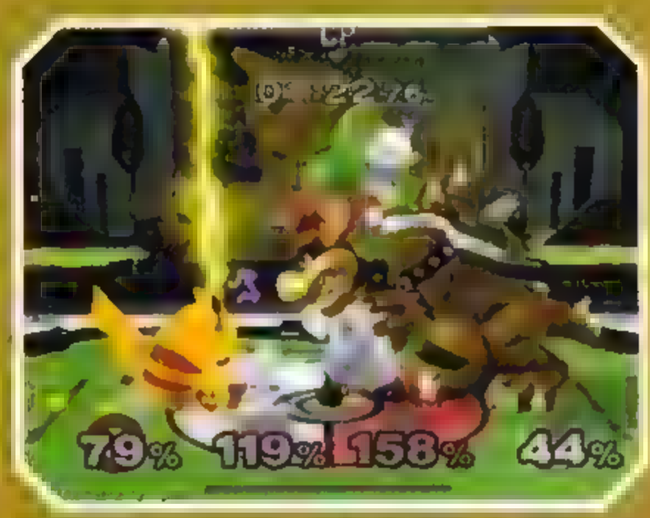
The stunning follow up to the Nintendo 64's finest beat 'em up, *Super Smash Bros. Melee* is a reminder that when it comes to creating fun games, Nintendo can still cut it with the best of them.

The major improvement over its predecessor, other than the graphics, sound, moves and hidden extras, is the revamped single player quest, that makes for a thrilling romp through some of Nintendo's greatest game locations, including Princess Peach's castle and a *Zelda* style dungeon.

The game doesn't skimp when it comes to replay value, with a great selection of hidden characters and levels to unlock, plus some very nifty trophies to collect. This is one of those games that you'll play and play.

BEST MOMENT

This game is all about hooking up with three other players and going hell for leather, and in no way does it disappoint, with gameplay tighter than Link's white stockings. It's not for the faint hearted though.



Super Smash Bros. Melee is especially

TONY HAWK'S PRO SKATER 3

Score
9/10

Price
£39.99

http://www.activision02.com

The latest installment in the *Tony Hawk* series is the best yet, with vastly improved graphics, bigger levels, more skaters, tighter controls and hidden characters like Darth Maul and Wolverine.

As with previous games in the series it's the type of gaming experience that rewards persistence because some of the objectives will have you screaming in frustration, but somehow you won't be able to resist having one more go. Other notable extras include the option to create your own skater and skate park.

■ BEST MOMENT

Breaking down a wall on Skater's Island to find a pirate ship to 'board on is one of those moments that reminds you why video games are so much fun.

There's a good selection of two-player games to get stuck into

GT ADVANCE 2: RALLY RACING

Score
9/10

Price
£29.99

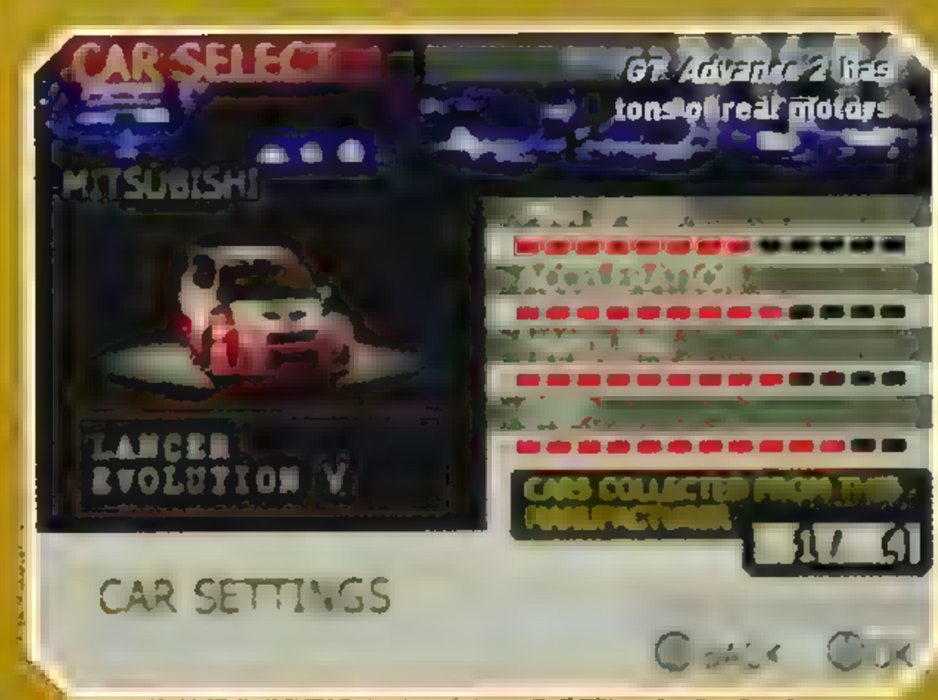
http://www.thq.co.uk

The first *GT Advance* was a revelation when it appeared around the time of GBA's launch and the latest incarnation is just as tasty, especially with the addition of a save to cart feature.

This time around the action moves from the race track and onto the rally circuit. But what impresses the most is the sheer breadth of options that makes for a giant racing challenge. There are numerous car tweaking options, along with a choice of snow, gravel and dirt surfaces to negotiate, plus a very decent two-player link-up mode.

■ BEST MOMENT

Unlocking the various licences is a meaty challenge and an excellent test of driving prowess because one tyre off the road spells disqualification.



GT Advance 2 has tons of real motors

AWARD

DETAILS

Score:
9/10

Price:
£29.99

LOG ON

http://www.ubisoft.co.uk

Japanese RPG = crazy conversations with random people

BREATH OF FIRE II

Set some 500 years after the first *Breath of Fire* game, this is classic Japanese RPG adventuring of the highest order, with a deep, compelling storyline and a cast of magical characters.

The game stars a blue haired boy called Ryu who finds himself alone in the world after his father and sister vanish. To make matters worse all his neighbours and friends don't recognise him either. The only answer is to hit the road in search of the truth. Being an RPG there are tons of random battles, items to find, magic to learn, towns to explore and strangers to meet. All in all, very satisfying.

To find Ryu's family you're going to have to travel far and wide to undertake some tough tasks

BEST MOMENT

BOF II comes equipped with some truly crazy side quests to complete, which add fun and variety to the game. The strangest must be collecting the ingredients for a cooking competition. Ryu has to eat the horrid concoction, which contains cockroaches, flies and worms, and promptly vomits everywhere. Nice.

Like many RPGs, success depends on your squad's strength and what attacks they know

NOM VERDICTS

■ **Tim** "The graphics look even better than the first *Breath of Fire* GBA adventure and it's just as much fun."
■ **Rich** "Argggh! I can't handle all the random battles and pointless conversations. V-Rally 3 anyone?"
■ **Dom** "The battle system is easier to master than in the first *Breath of Fire* game, while the option to build your own town is a brilliant idea."
■ **Mike J** "This looks so much better than the Super NES version."

RUMOURS BUSTED

I've heard that there is a new ending in *BOF II* for GBA that wasn't in the Super NES version, is this true?

Hugh Pinter, Chester, Cheshire
We've heard this rumour and Mike J, our tips guru, has been on the case to see whether there is any truth in your question. We're afraid to say it's just wishful thinking on your part Hugh.

■ Have you heard a rumour about *Breath of Fire II* which you want us to confirm? Simply e-mail the team at nintendotnt@emap.com and we'll get on the case straight away.

Score:
9/10

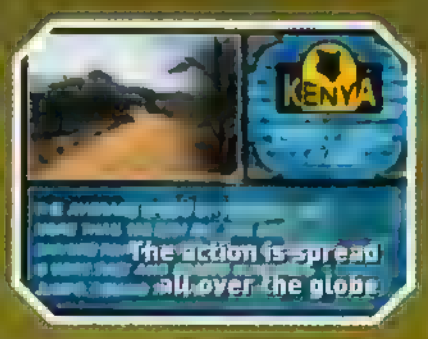
Price:
£29.99

http://www.infogrames.co.uk

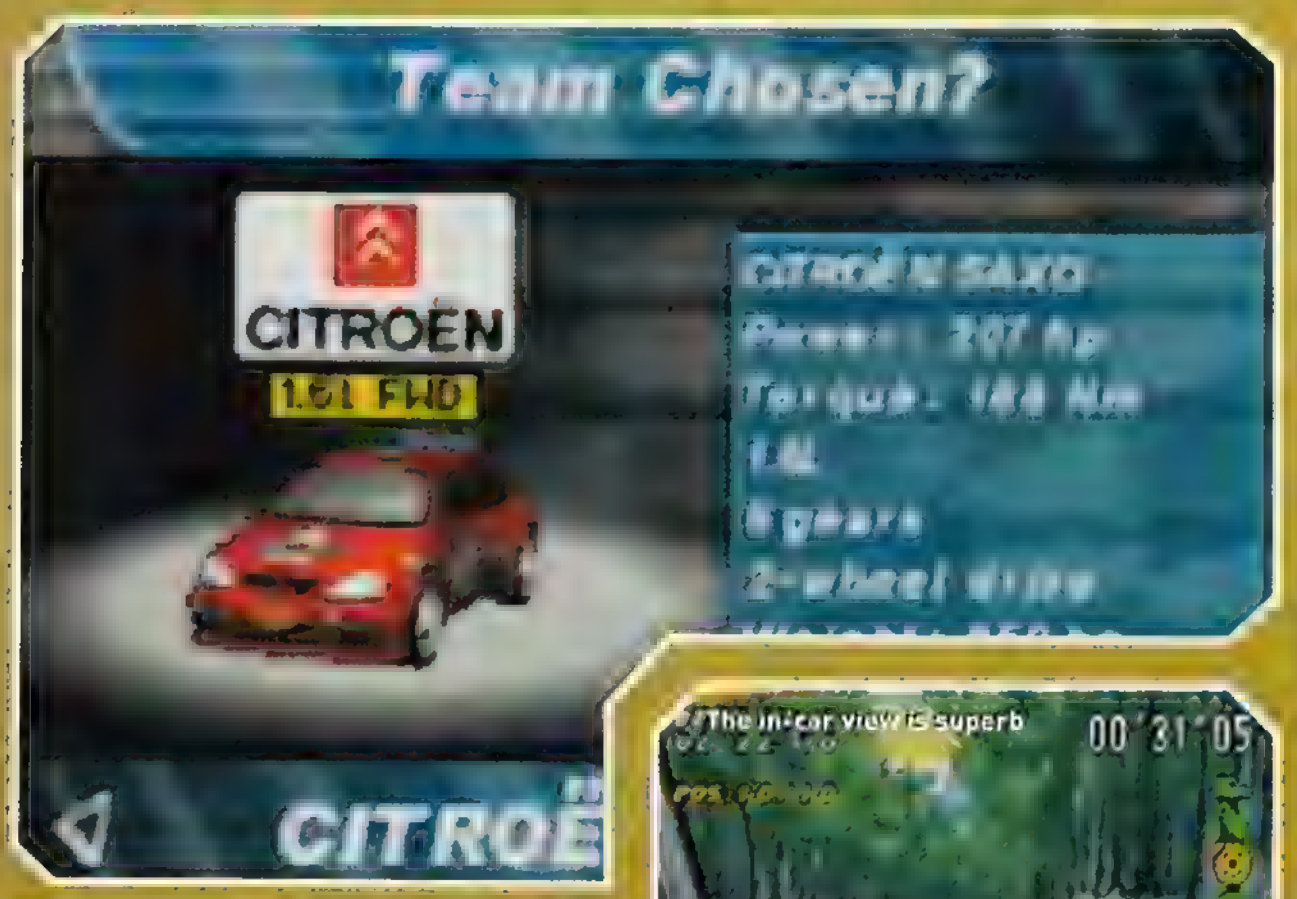
V-RALLY 3

If you thought Game Boy Advance games couldn't get any better looking then *V-Rally 3* should be enough to make you hang your head in shame.

It is without doubt the hottest looking GBA racer ever to grace the handheld monster. But it's not all style over substance because the game comes with some very realistic handling that's just the right mix of simulation and arcade playability. Plus, *V-Rally 3* has a real sense of speed and a garage full of real rally cars to cane around the tough tracks.



The action is spread all over the globe



Rally fans will love the choice of real cars to race. Expect all the big guns, from Citroen to Peugeot, to battle for the top spot and rally fame

BEST MOMENT

As you might expect from a driving game there isn't one defining moment that makes this game, so we'd have to say the moment you get this beauty home and realise, after a few plays, that you've bought a gaming classic.

If a loose stone strikes the windscreen you run the risk of shattering it

NOM VERDICTS

- **Tim** "How good does this look and play! It's a terrific achievement and I can't believe it's running on a GBA. Roll on number four."
- **Rich** "I am liking this a lot! The in-car view is superb – even the driver's hands move as you drive."
- **Dom** "I reviewed it and I'm still playing it. I still think it's one of the best racers ever to grace the GBA."
- **Mike J** "Come on! This is awesome, it's just such a wicked looking racer that plays as good as it looks."

RUMOURS BUSTED

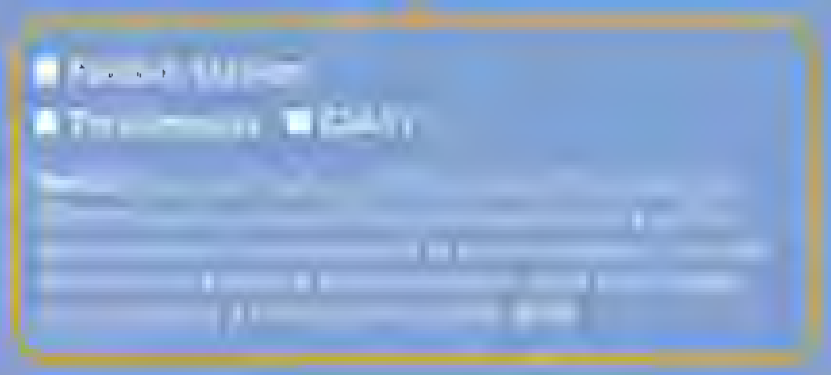
My mate thinks *V-Rally* is coming to GameCube, is this true?

Andrew Granger, London
As things stand Infogrames, the game's makers, have no plans to bring *V-Rally* to GameCube. But the good news is Codemasters is working on *Colin McRae Rally 3* and it's GameCube bound next year.

- Have you heard any rumours about *V-Rally 3* that are bugging you and want us to confirm? Just e-mail us at nintendotnt@emap.com and we'll get on the case for you.

Nintendo Gadgets

We've got hold of a variety of different gadgets this month, including a flight stick, two new screens and an arcade stick. We've even got a *FIFA* sponsored gizmo from Thrustmaster. We've given everything a thorough testing so let's see if they're worth your cash...



■ Arcade Stick
■ Logic 3 ■ £19.99

Verdict: If you prefer the chunky feel of an arcade stick, then this is for you. The pad has a 3D Stick and huge buttons that you can bash to your heart's content. There's also rumble feedback and a turbo feature. **8/10**

■ 5 inch LCD Game Screen
■ 4Gamers ■ £99.99

Verdict: The 4Gamers screen is sharp but colours are dull when compared with Joytech's TFT Monitor. The volume, brightness and colour can be adjusted by controls on the face of the LCD screen and it also has two earphone ports. **8/10**

■ **Flight Stick**
■ **4Gamers**
■ **£29.99**

Verdict: This cool flight stick has been configured to work best with *Rogue Squadron II* controls. However, this configuration cannot be changed to suit flight sims released in the future. A solid piece of kit, but will it work well in a few months time? **7/10**

■ **3 in 1 Starter Pack**
■ **Pro Play**
■ **£14.99**

Verdict: In this pack you'll get a GameCube controller, a 4Mb memory card and a two metre controller extension cable. The pad's chunky and the 3D and C-Stick are too stiff, but for just £14.99, the 3 in 1 Starter Pack is great value for money. **6/10**

■ **Starter Kit Powershock**
■ **Thrustmaster**
■ **£22.99**

Verdict: This pack contains a Powershock controller and a memory card that's equal in size to Nintendo's own. The Powershock is a solid pad that fits comfortably in your hand, but the 3D and C-Stick can be slippery and the latter in particular is far too stiff **6/10**

win all this cool stuff

Another bumper batch of compo goodness for you to blag. To win simply phone **0905 053 110** then add the number of the competition at the end. So if you're entering the Simpsons compo you'd dial **0905 053 1103**. Get it? Answer the question, leave your name and daytime phone number and we'll call you on 14 August if you win. Don't forget to ask permission from whoever pays the phone bill before you dial...

2

1

UP FOR GRABS

1 Wilson Triad Tennis Racquet

With the World Cup over and Wimbledon drawing to a close, it's time to get off the sofa and actually play some outdoor sports. To help, we've got together with Wanadoo and Wilson to give you the chance to win a top of the range Wilson Triad tennis racquet, worth £200, as well as a copy of the sublime *Next Generation Tennis* for GBA and a goody bag. Just answer this:

Q. Who won the 2001 Wimbledon men's singles final?

- Goran Ivanisevic
- Tim Henman
- Lleyton Hewitt

2 GameCube

If you've still not bought Nintendo's new console then you're missing out on some of the finest moments of gaming ever to grace the world. If you want to get your hands on a GameCube (or add another to your collection you greedy lot) then here's your chance as we've managed to get hold of a shiny new GameCube from Nintendo. Just answer this and you could walk away with this top Nintendo prize...

Q. Which WWE star recently walked out?

- Steve Austin
- The Rock
- Rikishi

3

4

3. The Simpsons DVDs

Springfield's funniest family are back with the release of the entire second series on DVD. Packed with features, the four-disc boxed set includes all 22 episodes of the series as well as enough extras to satisfy Mr Burns himself. It's available to buy on the High Street now, but thanks to Twentieth Century Fox Home Entertainment we've got five of these delightful boxed sets to give away if you can answer this:

Q. What is the name of Springfield's baseball team?

- The Springfield Atoms
- The Springfield Nuclear
- The Springfield Isotopes

4. JOYTECH monitor

JOYTECH's new 5.6" TFT mobile monitor for the GameCube is the best that money can buy (check out the review on page 124 to see for yourself). It provides stunning picture quality, sharp colours and superb sound allowing you to play on your GameCube wherever you go and thanks to the lovely people at JOYTECH we've got one to give away if you can answer this question:

Q. In this instance, what does TFT stand for?

- Thin Film Transistor
- Total Flat Tube
- Triple Fine Television

5. Game On books

To coincide with the superb Game On exhibition, Laurence King Publishing (www.laurenceking.co.uk) has released this excellent Game On book edited by the exhibition's co-curator, Lucien King. It's available to buy now but we've managed to get hold of five copies. The exhibition is currently on at the Barbican Gallery in London until 15 September, so back to page 110 to find out more and answer this to be in the draw:

Q. What is the oldest game in the exhibition?

- Space Invaders
- Space War
- Pong

6. Star X for GBA

Our top friends at Bam! Entertainment are also good at making games, especially the futuristic space shooter *Star X* that takes the Game Boy Advance to new graphical heights with its super cool 3D graphics. The people at Bam! like you lot too and have given us some copies of the game to dish out to five lucky GBA owners, but only if you can answer this question correctly. Better get dialling gang!

Q. What is the brightest star in the night sky?

- Canopus
- Sirius
- Severus

5

6

Terms and conditions Calls cost 50 pence per minute Calls last two minutes Please get permission from bill payer before calling. *Nintendo Official Magazine* and the companies providing prizes accept no liability for injuries or damage sustained while using competition prizes.

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